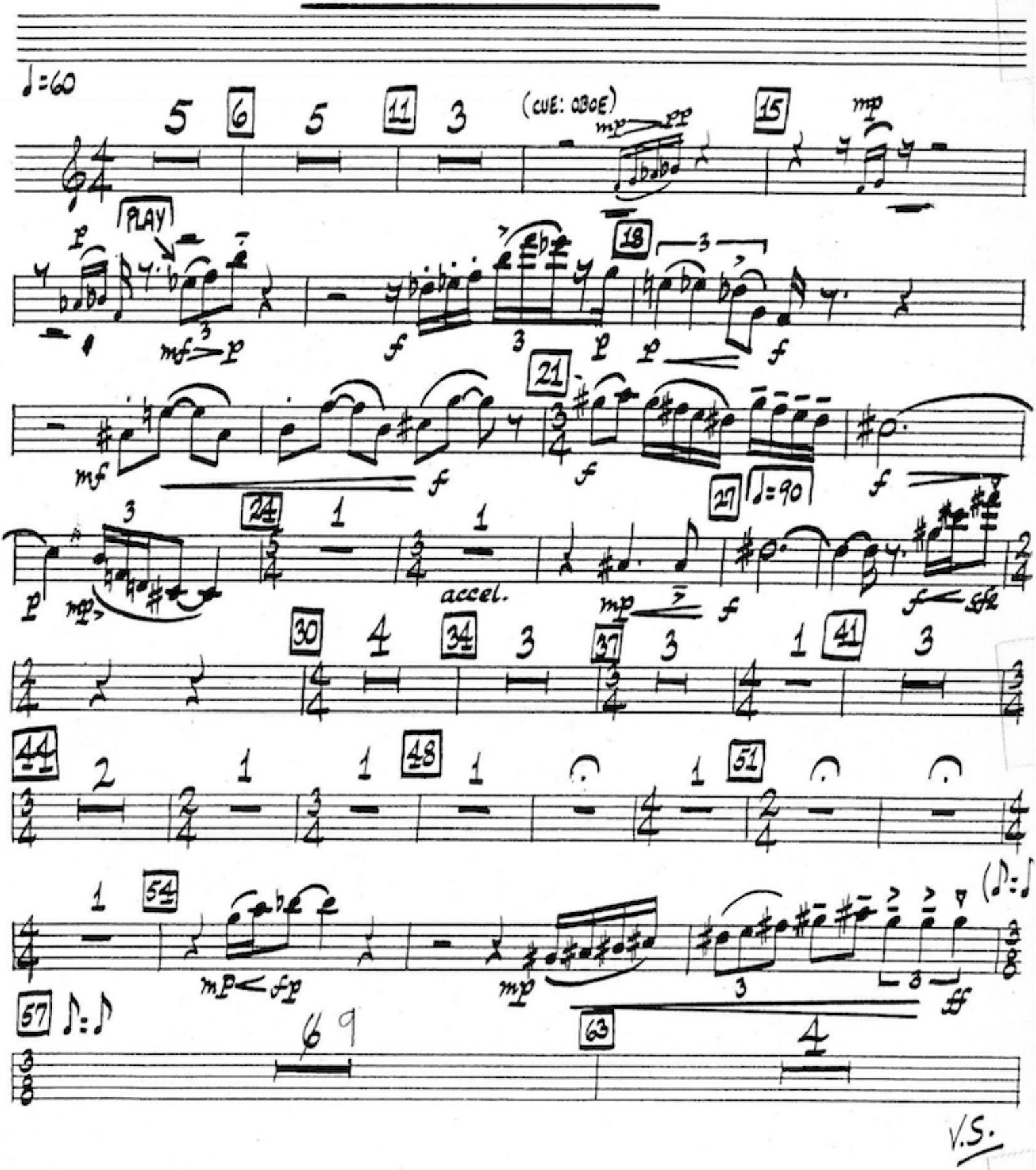
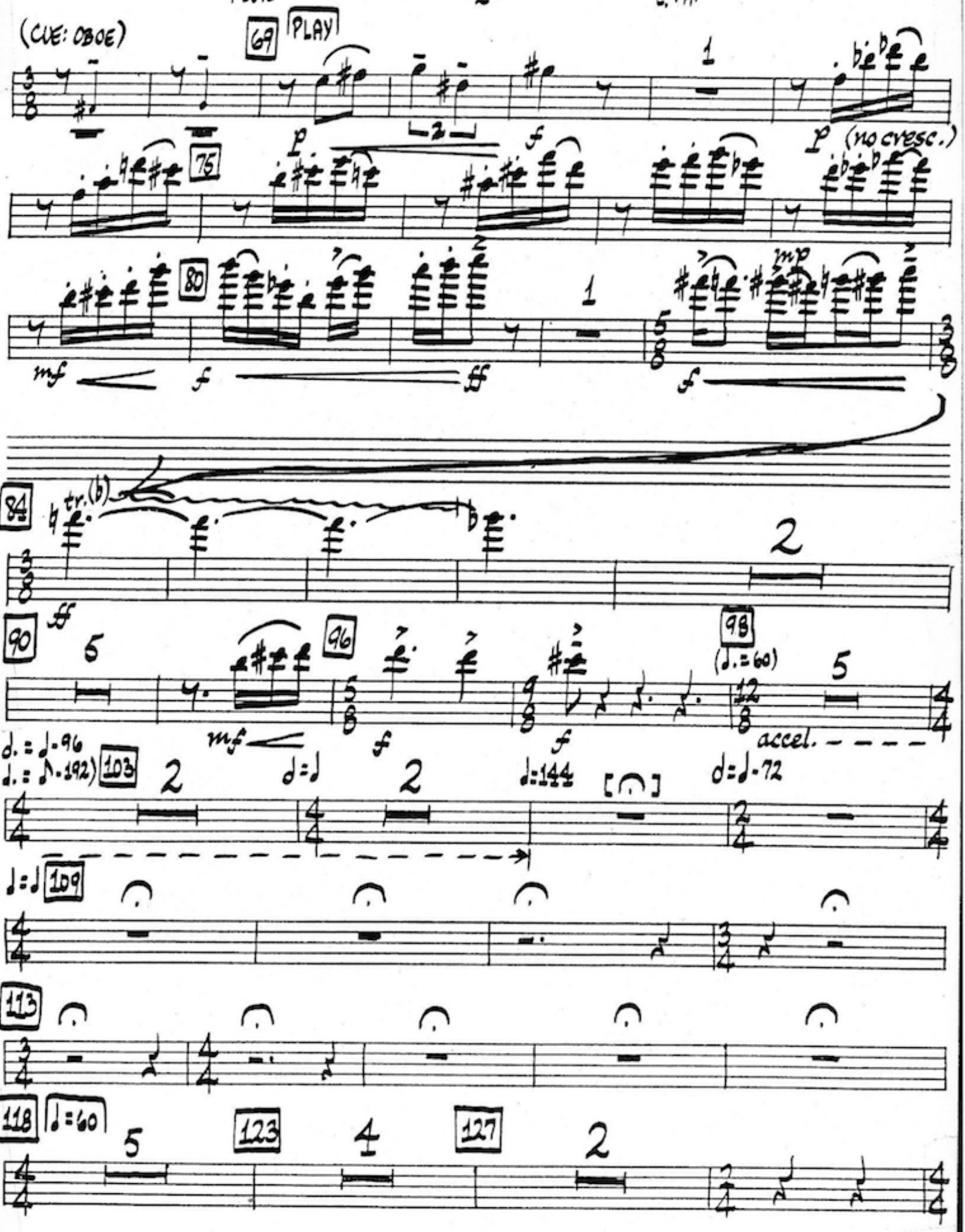
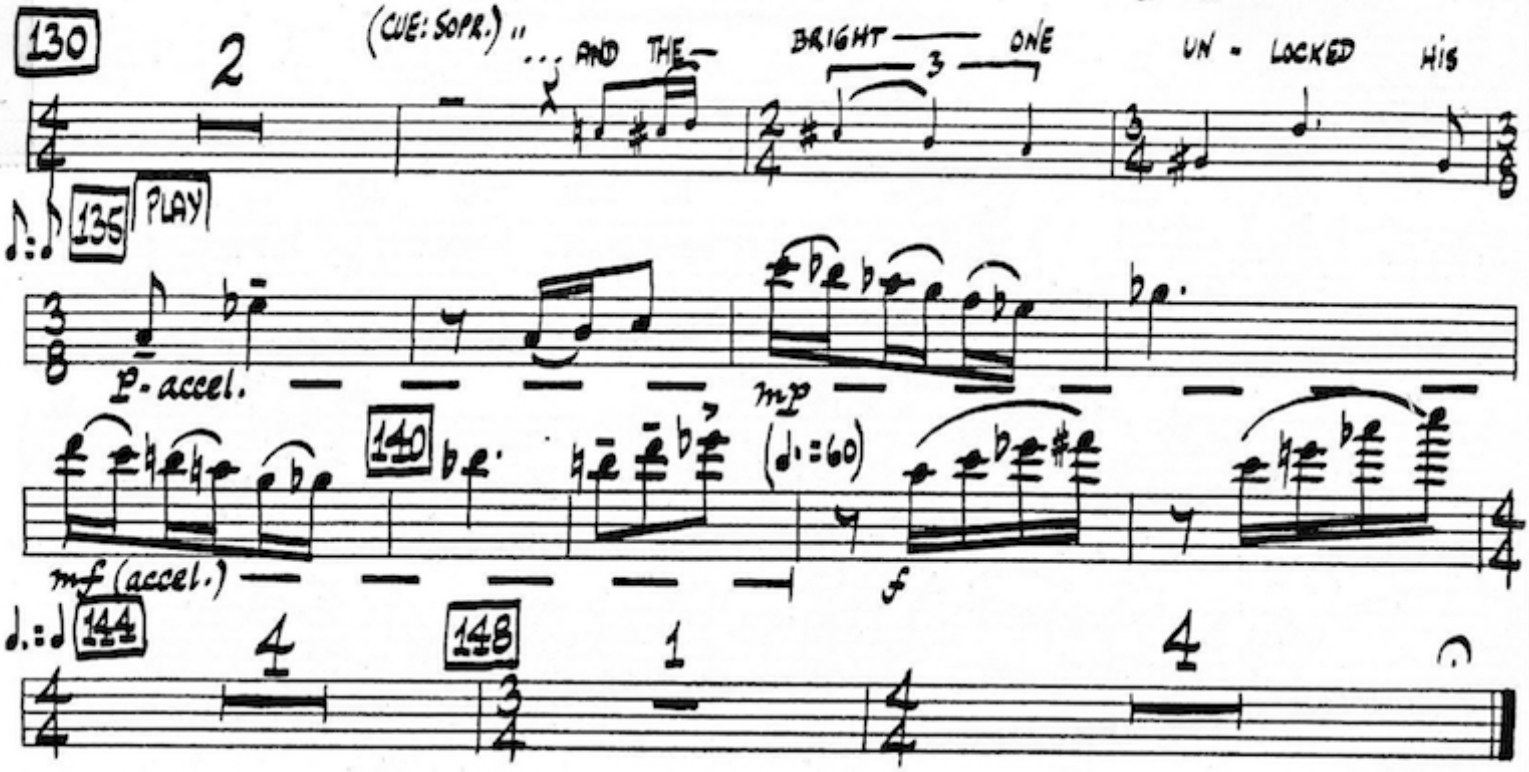
FLUTE

ELOHIM AND ADAM



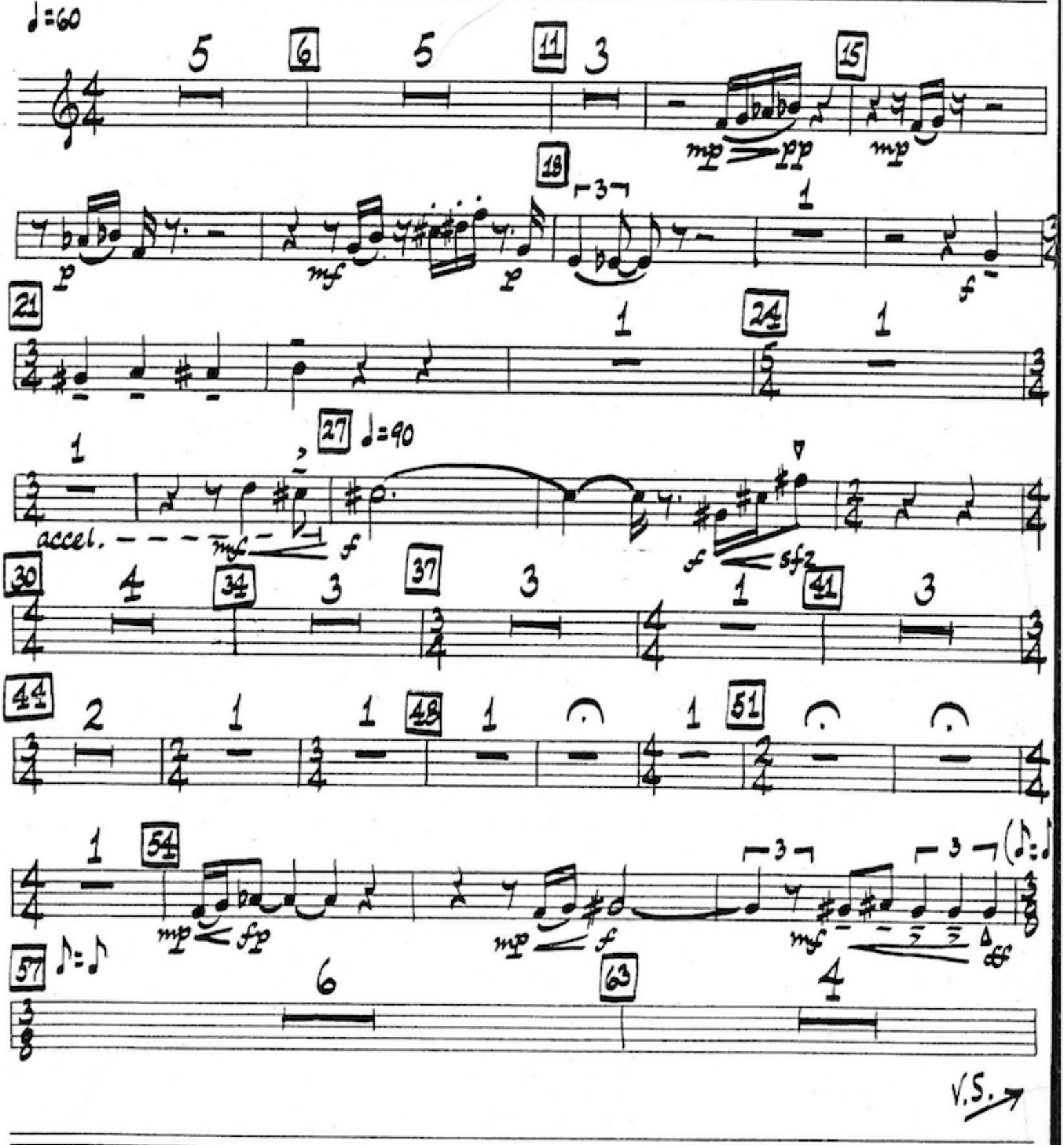

(CUE: OBOE)
69
PLAY
1
p
f
p (no cresc.)
75
80
mf
f
ff
1
mp
f
84
tr.(b)
2
ff
90
5
96
mf
f
98
(♩.=60)
5
f
accel.
♩.=♩.96
(♩.=♪.192)
103
2
♩=♩
2
♩=144
♩=♩.72
♩=♩
109
113
118
♩=60
5
123
4
127
2

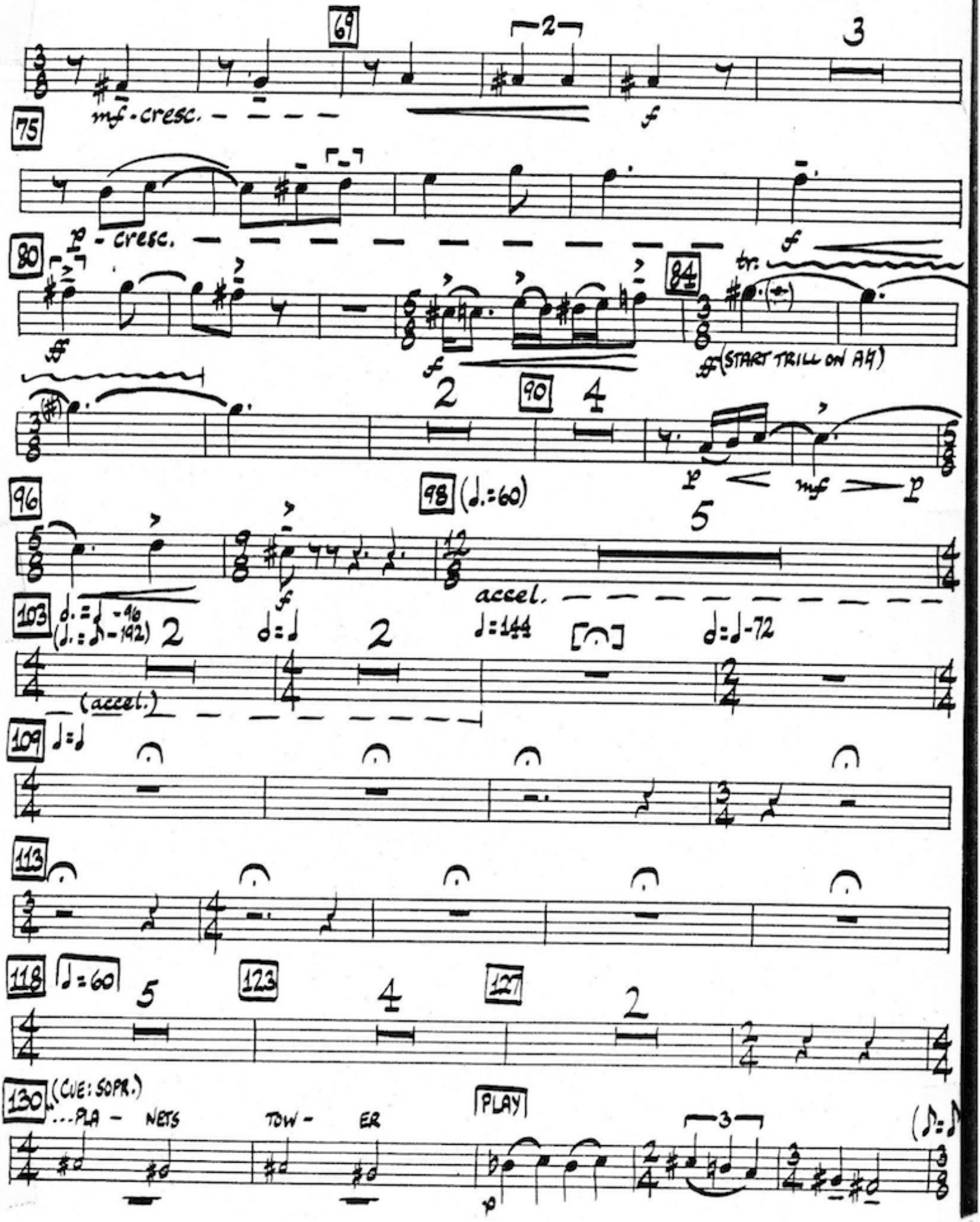

130
2
(CUE: SOPR.)
... AND THE
BRIGHT
3
ONE
UN - LOCKED
HIS
135
PLAY
p - accel.
mp
140
(♩.=60)
mf (accel.)
f
144
4
148
1
4

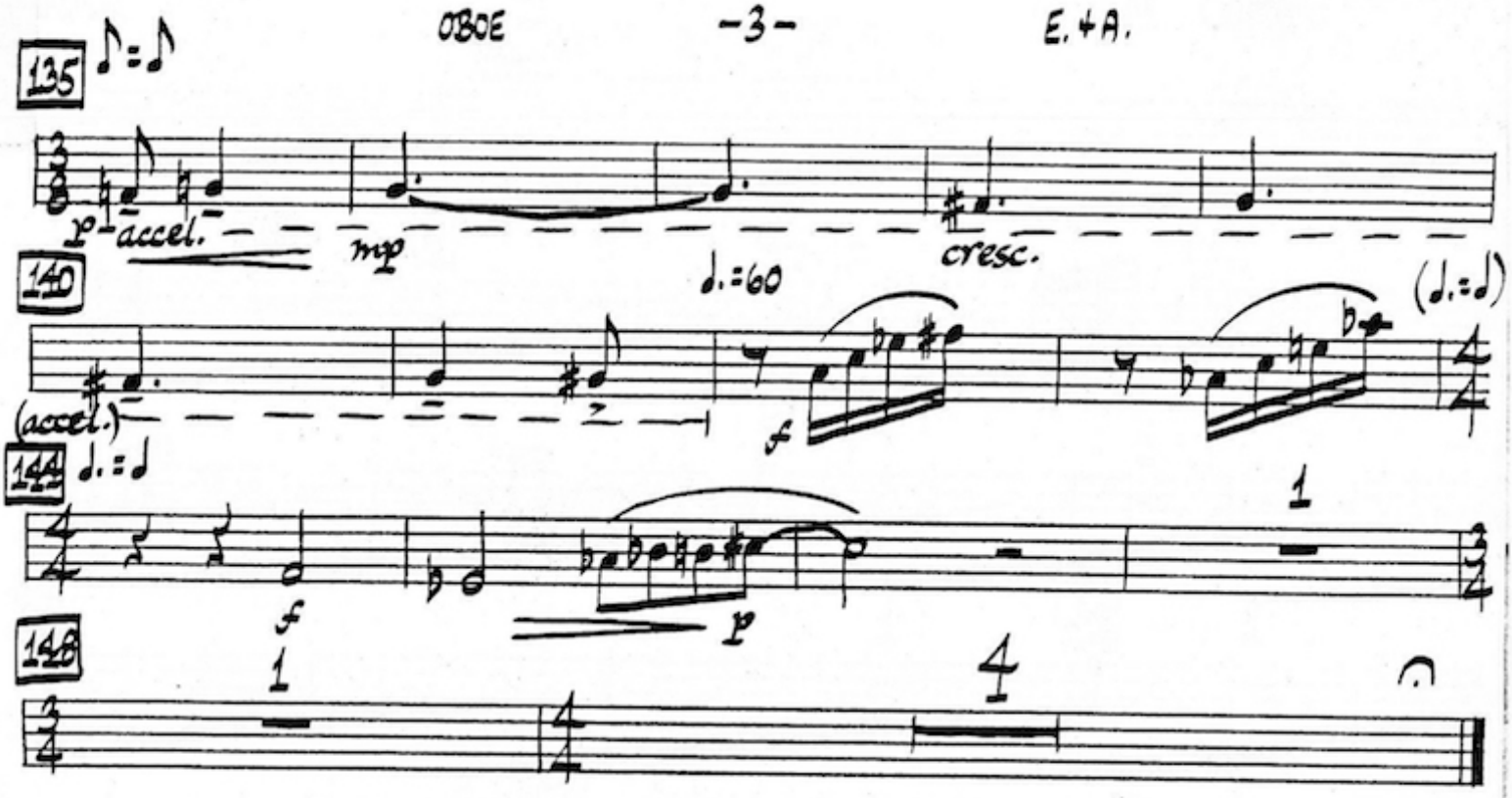
OBOE

ELOHIM AND ADAM

LAA. COME



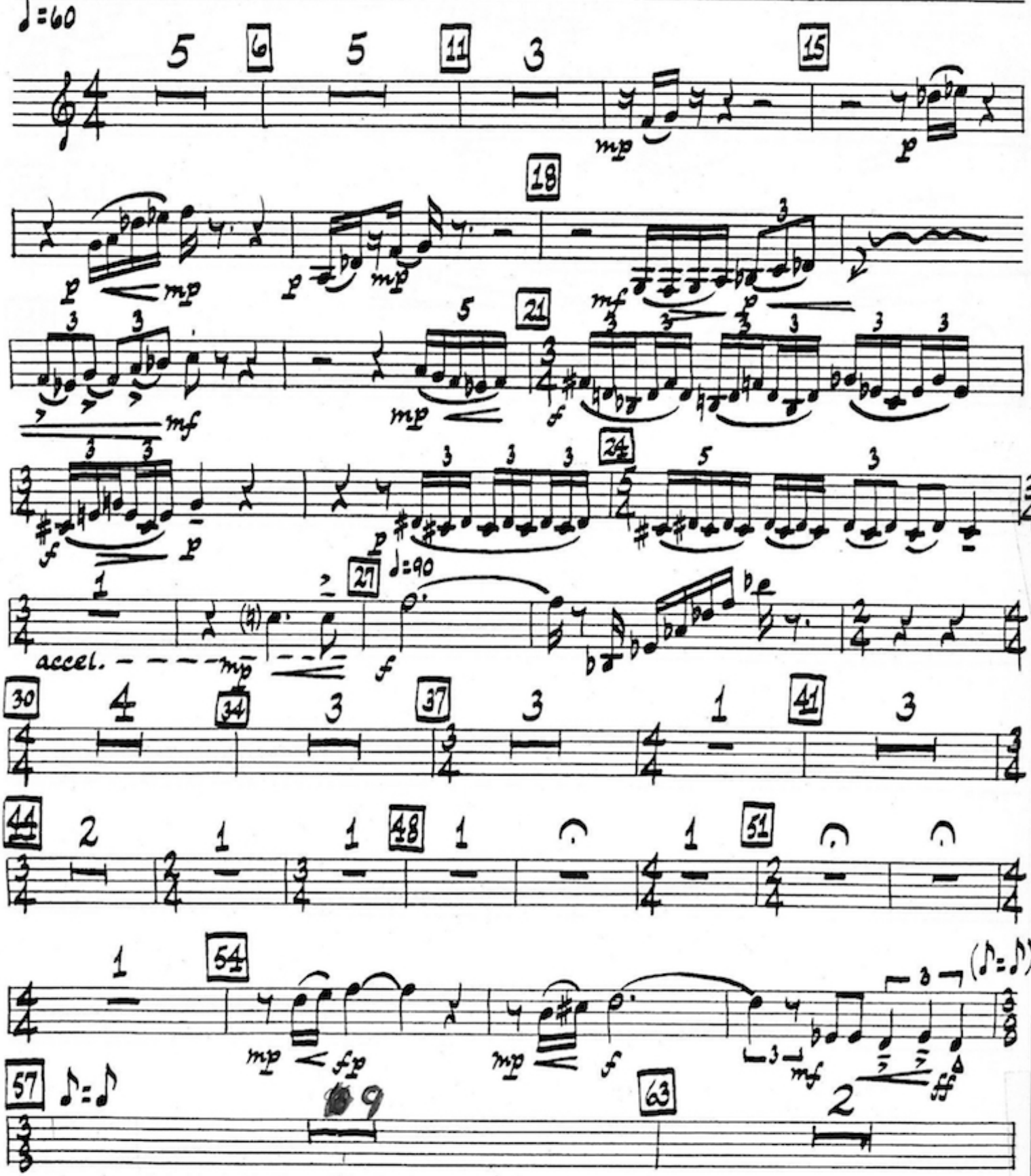

69
mf - cresc.
75
p - cresc.
80
84
tr.
(START TRILL ON A♮)
90
96
98 (♩.=60)
accel.
103
(accel.)
109
113
118 ♩=60
123
127
130 (CUE: SOPR.)
...PLA - NETS TOW - ER
PLAY

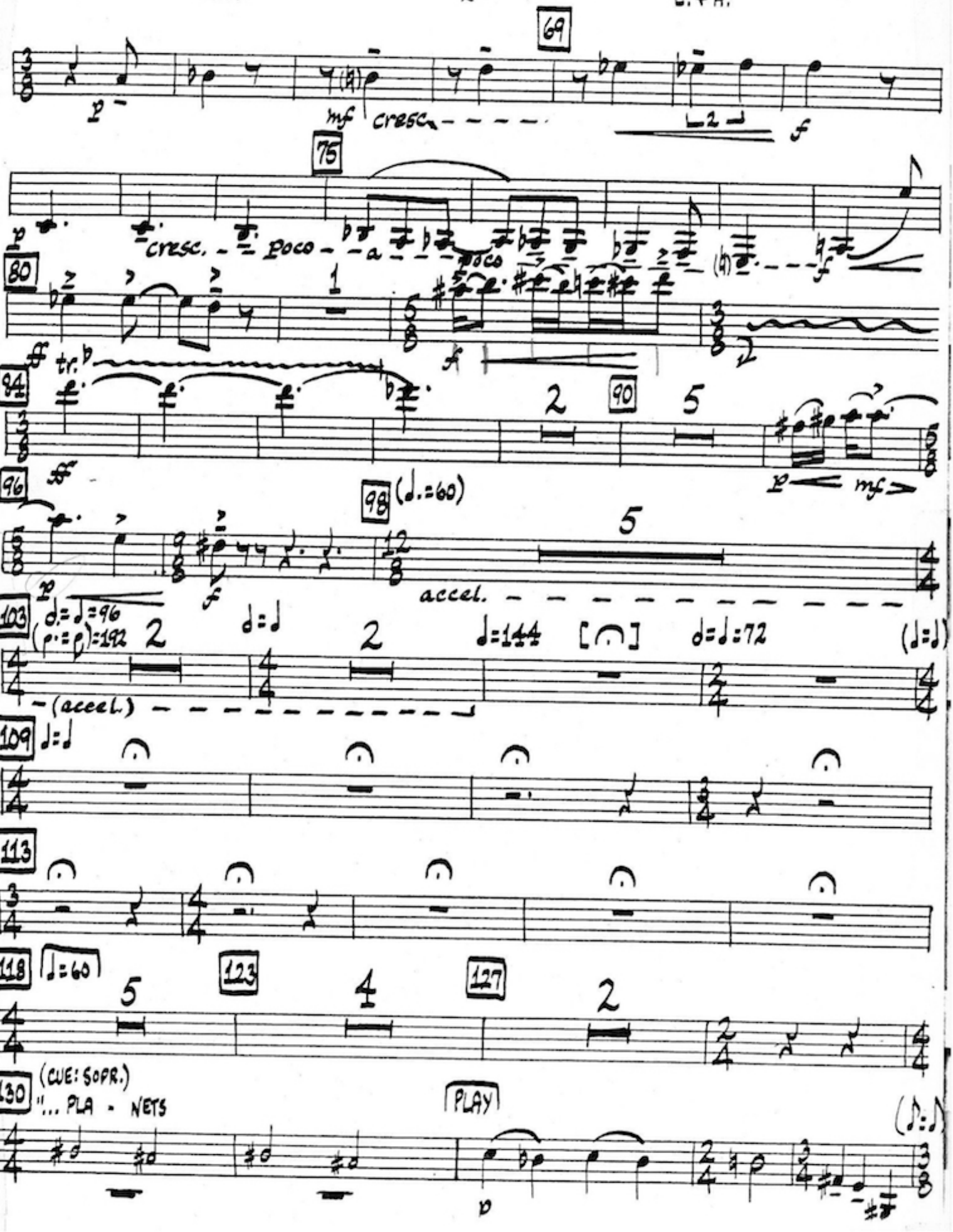

135
♪=♪
p
accel.
mp
cresc.
140
♩.=60
(♩.=♩)
(accel.)
f
144
♩.=♩
f
p
1
148
1
4

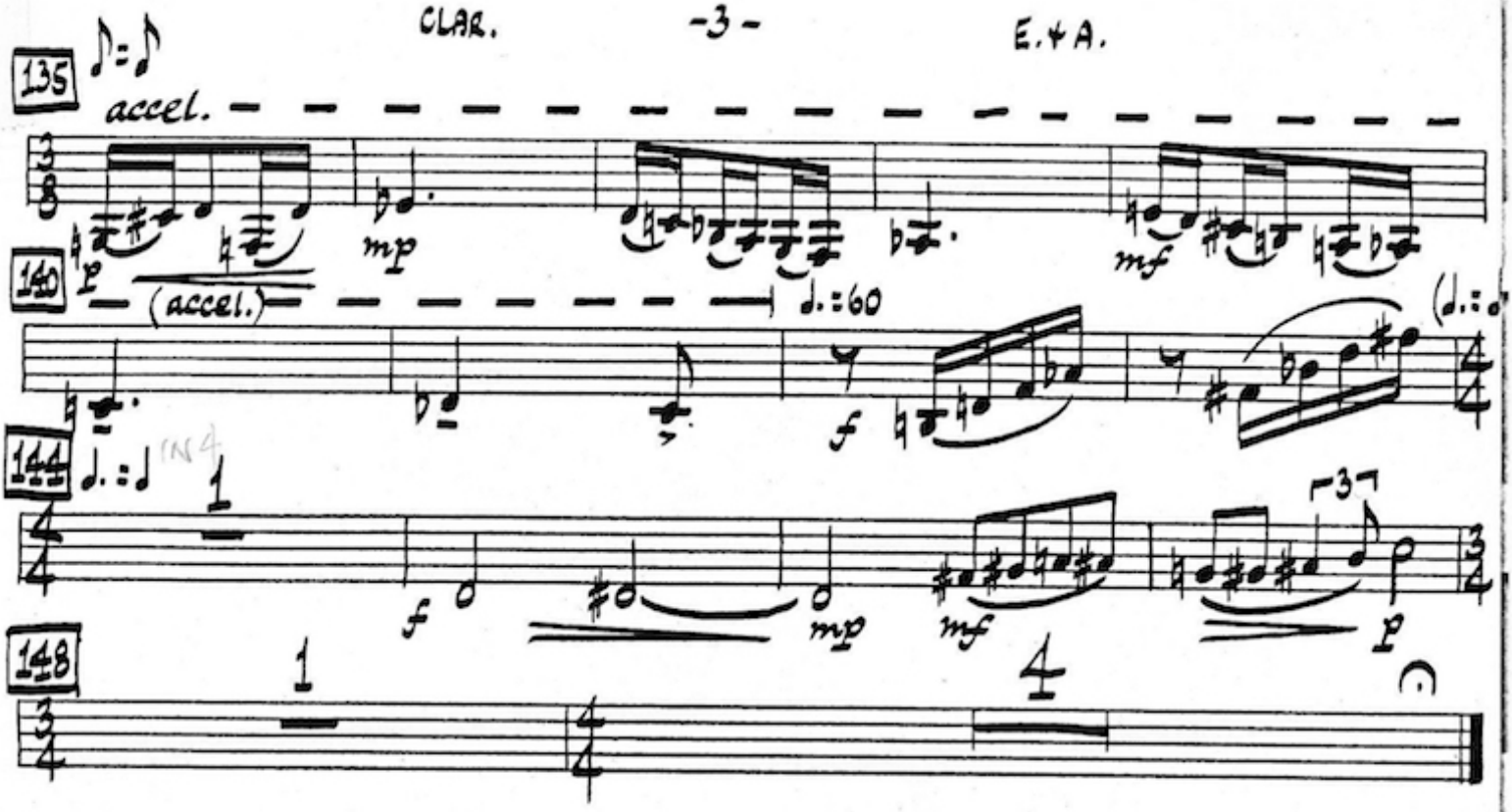
CLARINET IN B♭

ELOHIM AND ADAM

LM COME



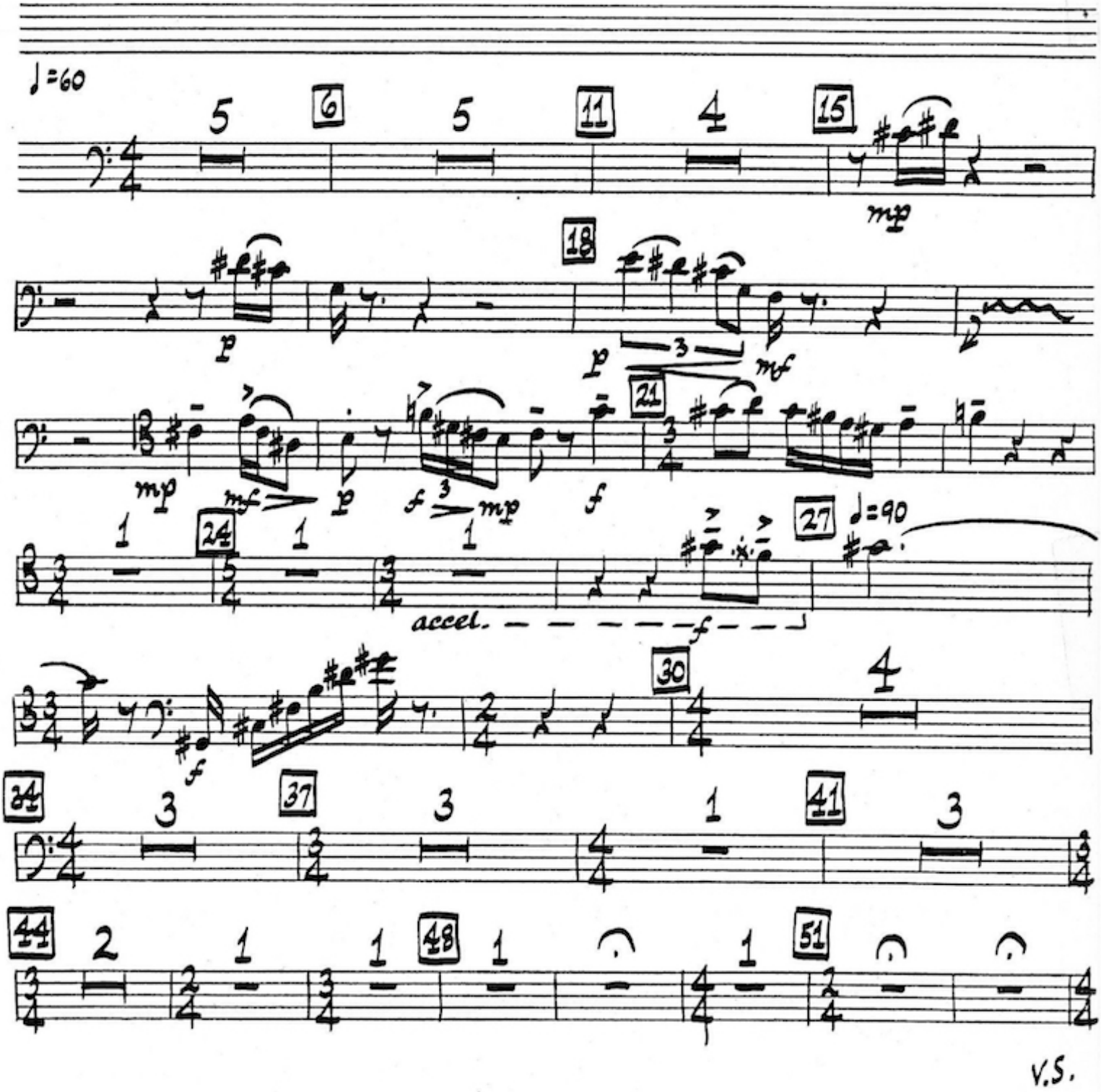

69
p
mf cresc.
f
75
p
cresc. poco a poco
f
80
1
ff tr.
f
84
2
90
5
p mf
96
ff
98 (♩.=60)
5
p
f
accel.
103
♩.=♩=96
(♪.=♪)=192
2
♩=♩
2
♩=144
♩=♩=72
(♩=♩)
(accel.)
109 ♩=♩
113
118 ♩=60
5
123
4
127
2
130 (CUE: SOPR.)
"... PLA - NETS
PLAY
(♪=♪)
p

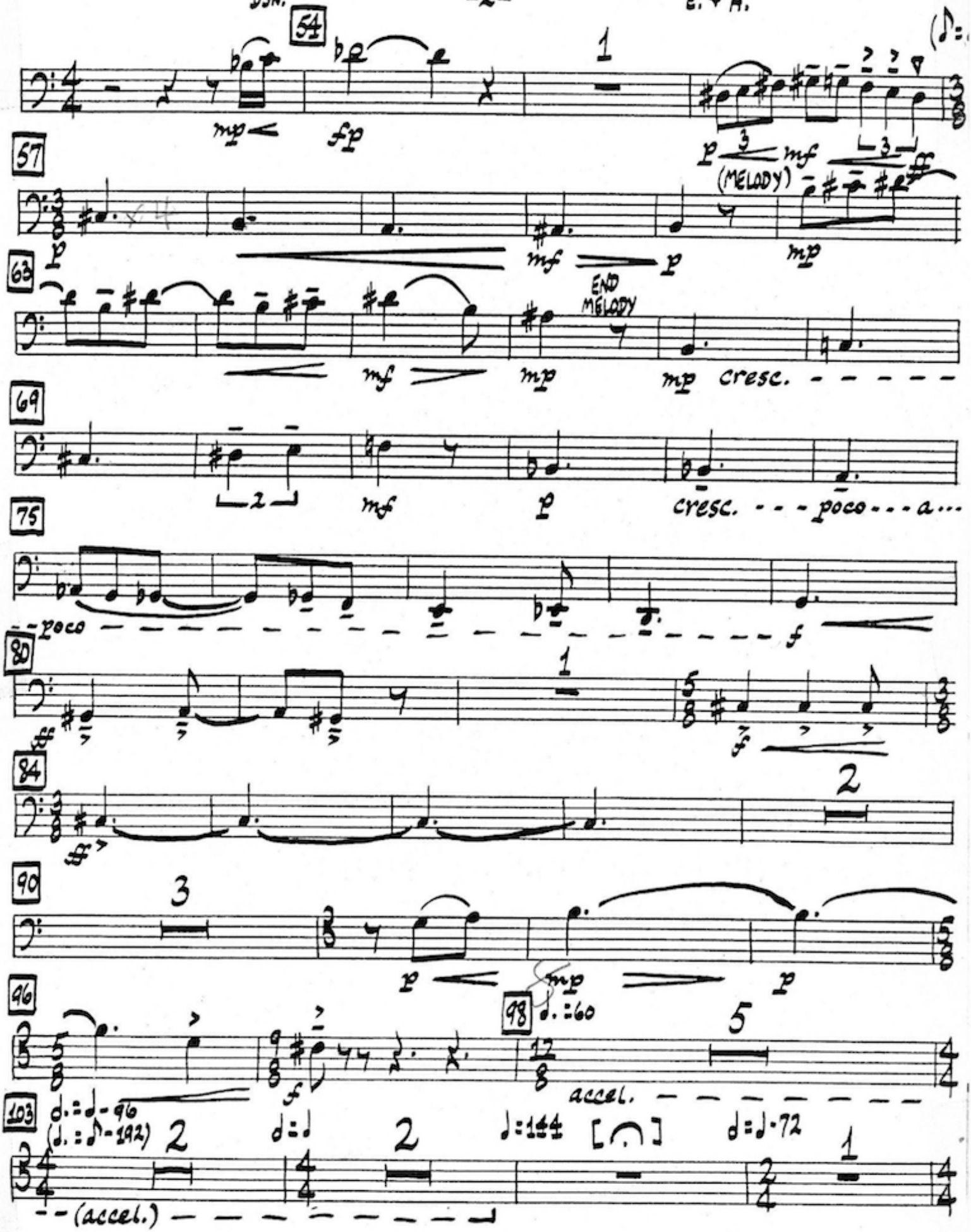

135
accel.
mp
mf
140
(accel.)
♩.=60
f
144
♩.=♩
1
f
mp
mf
3
p
148
1
4

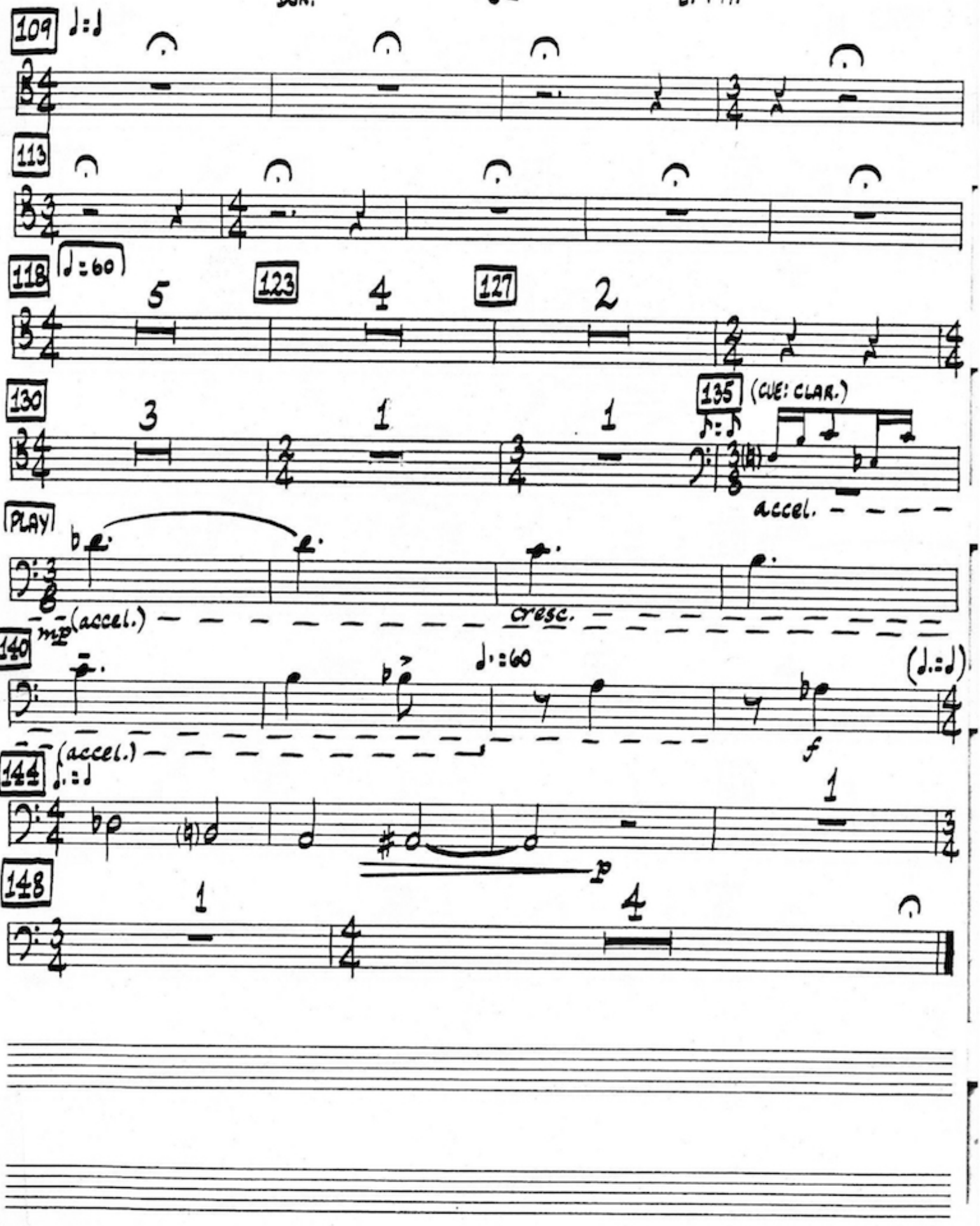
BASSOON

LM COME

ELOHIM AND ADAM




54
57
(MELODY)
63
END MELODY
cresc.
69
cresc. - - - poco - - - a...
75
- - poco
80
84
90
96
98
accel.
103
(accel.)

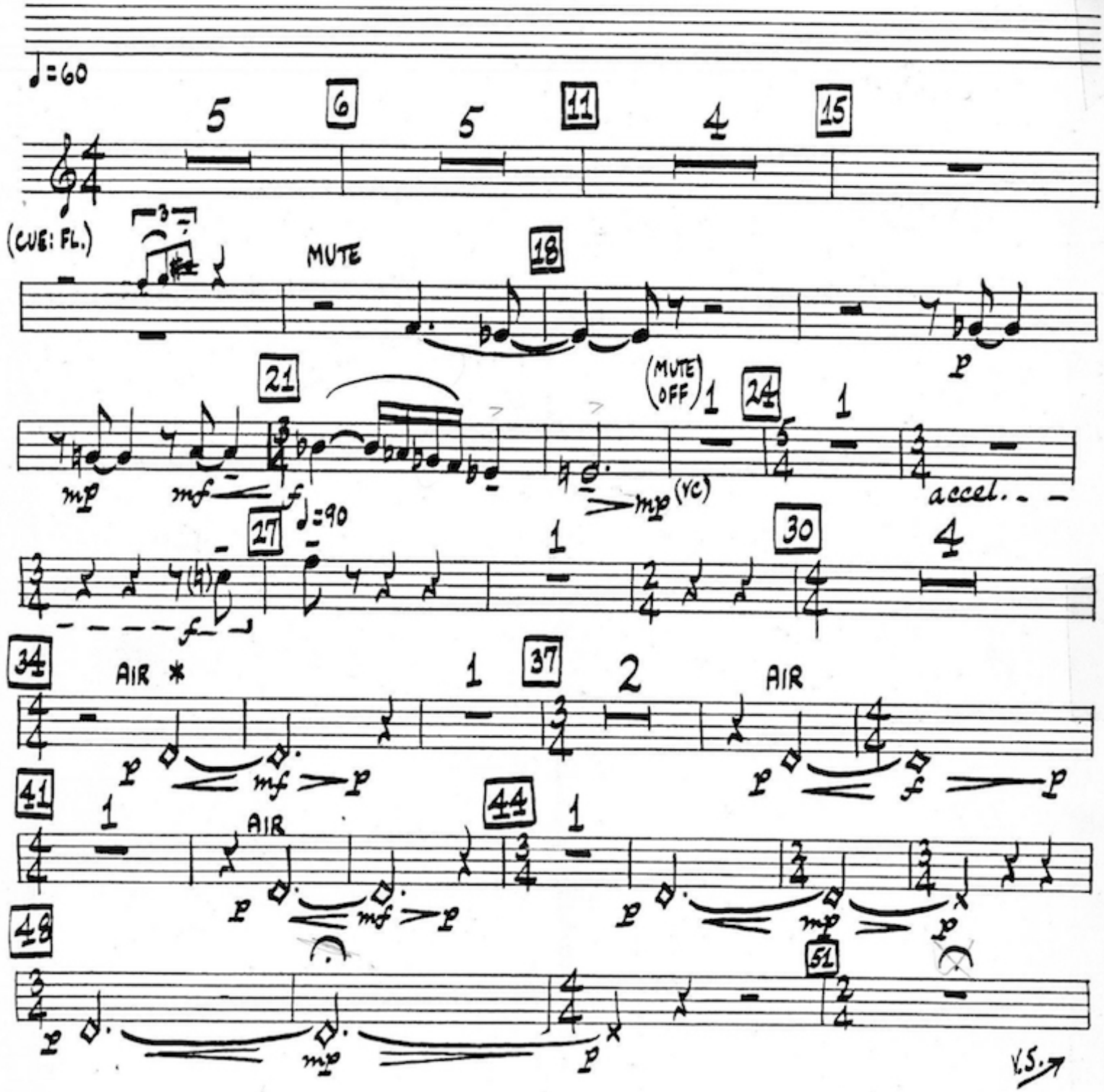

109
113
118
123
127
130
135
(CUE: CLAR.)
accel.
PLAY
mp (accel.)
cresc.
140
(accel.)
f
144
p
148

TRUMPET IN B♭

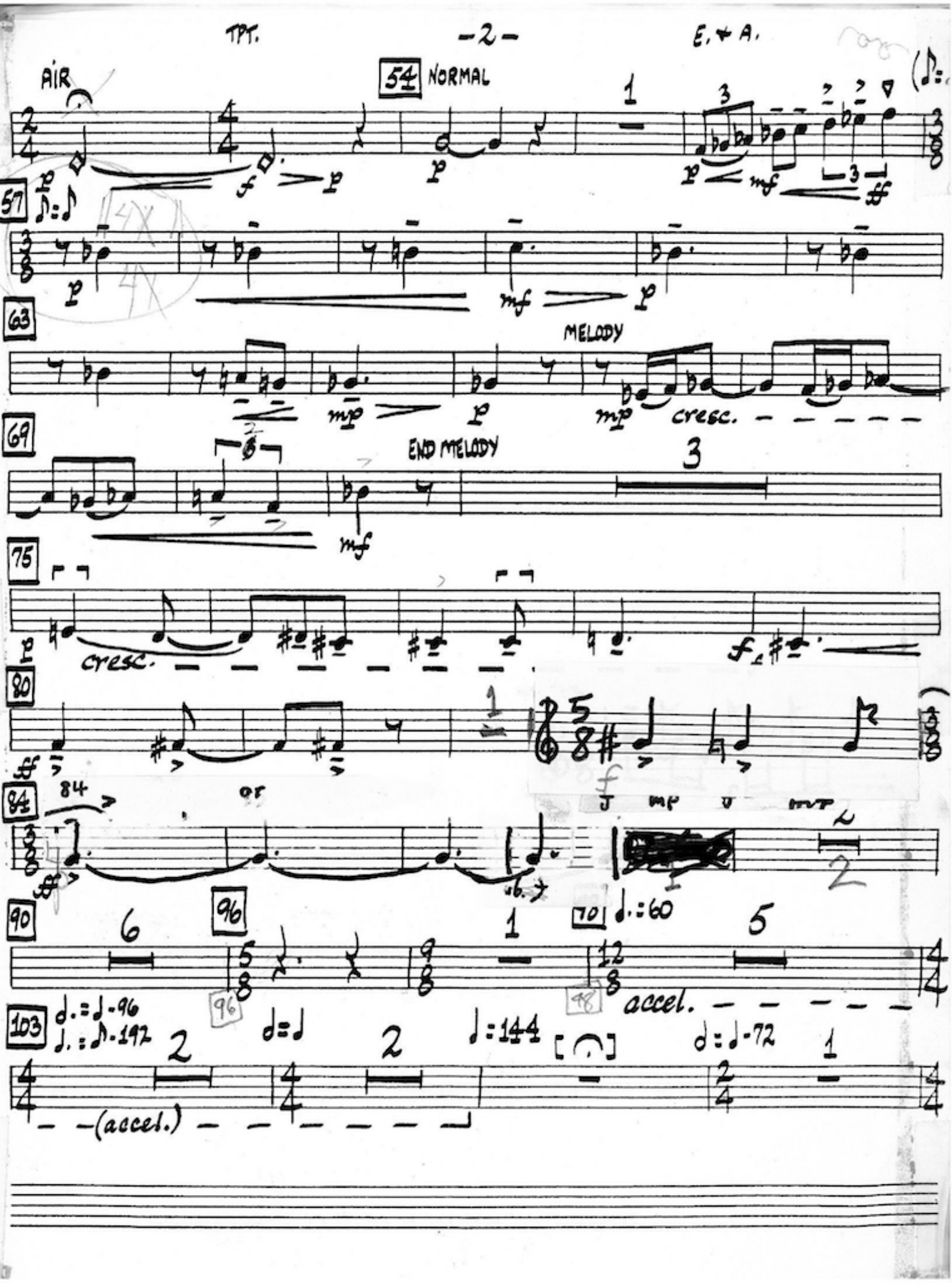
ELOHIM AND ADAM

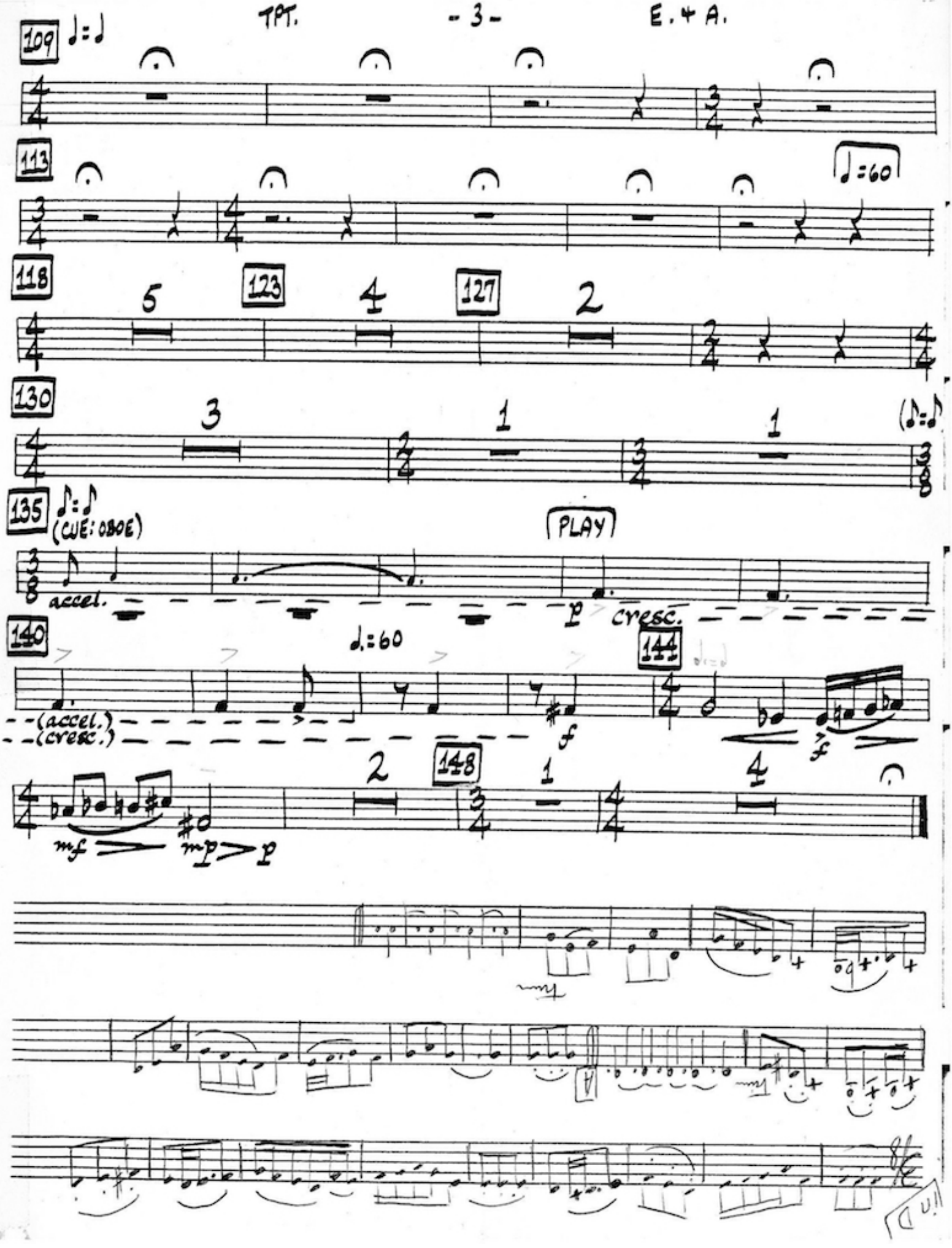
I AM COME

♩=60



* WITH LIPS OVER MOUTHPIECE, BLOW AIR THROUGH HORN.

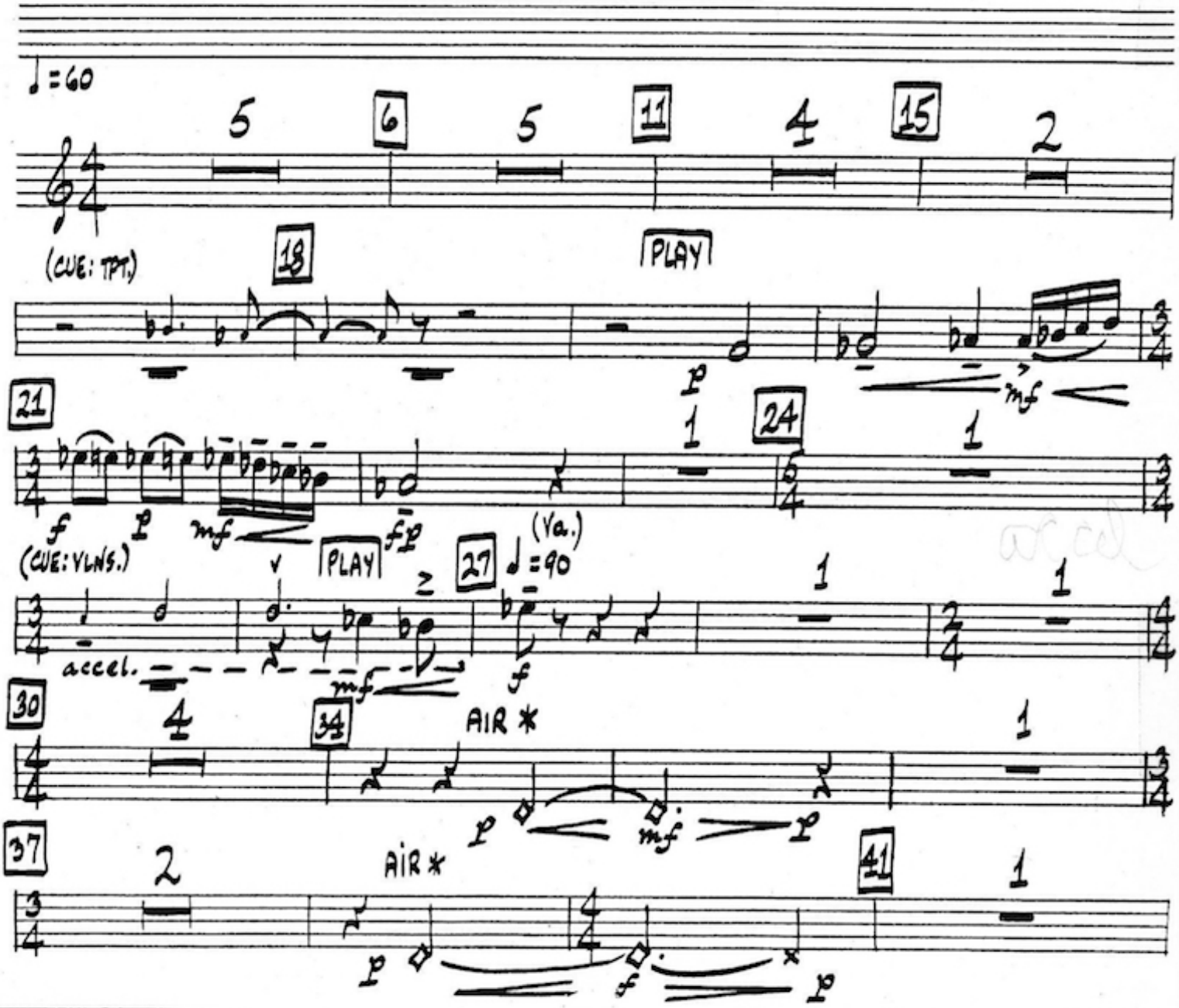

AIR
54 NORMAL
57
63
MELODY
69
END MELODY
75
cresc.
80
84
or
90
96
70
accel.
103
(accel.)


109
♩=♩
113
♩=60
118
5
123
4
127
2
130
3
1
1
(♪=♪)
135
♪=♪
(CUE: OBOE)
PLAY
accel.
p
cresc.
140
♩.=60
144
(accel.)
(cresc.)
f
f
148
2
1
4
mf
mp
p

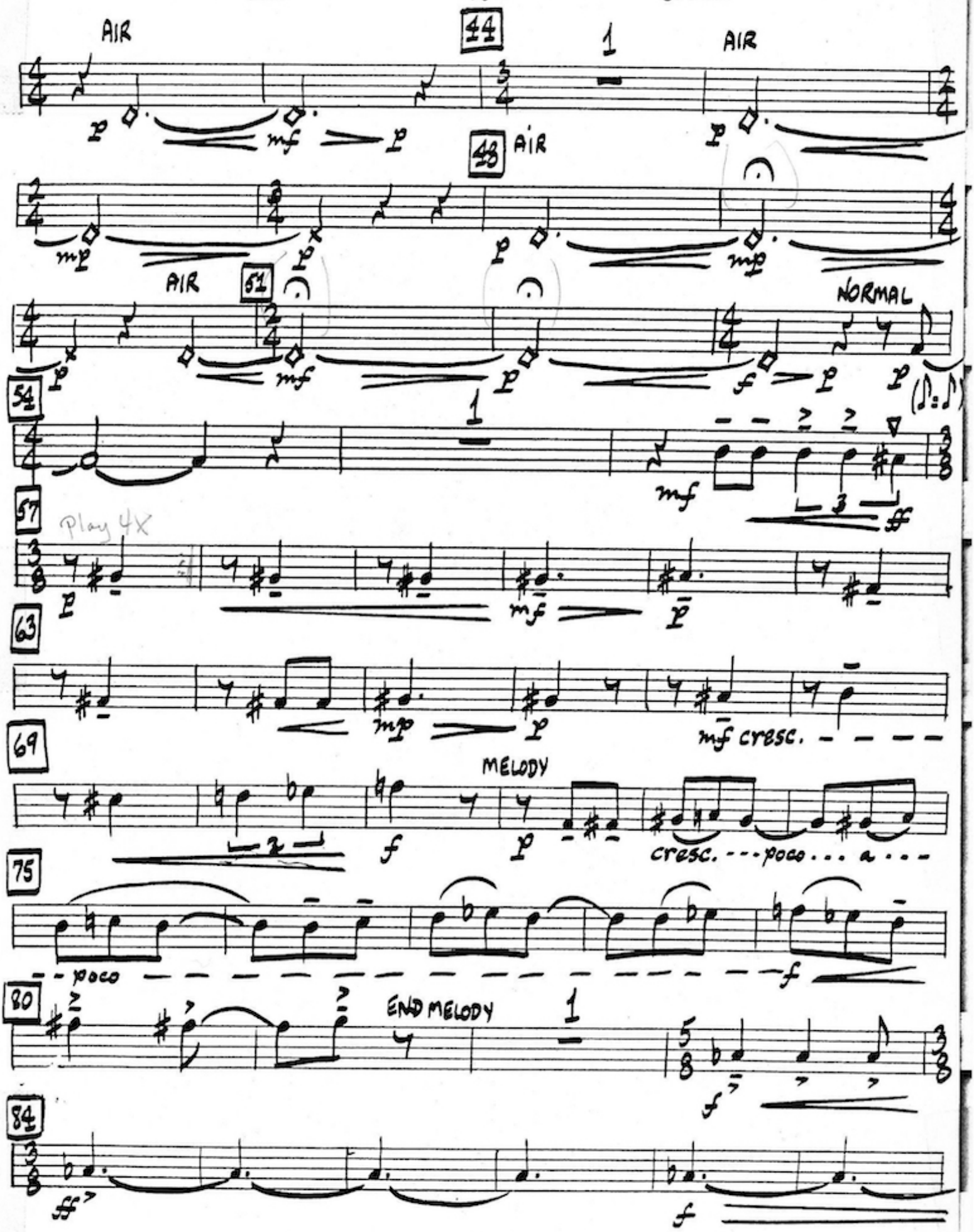
HORN IN F

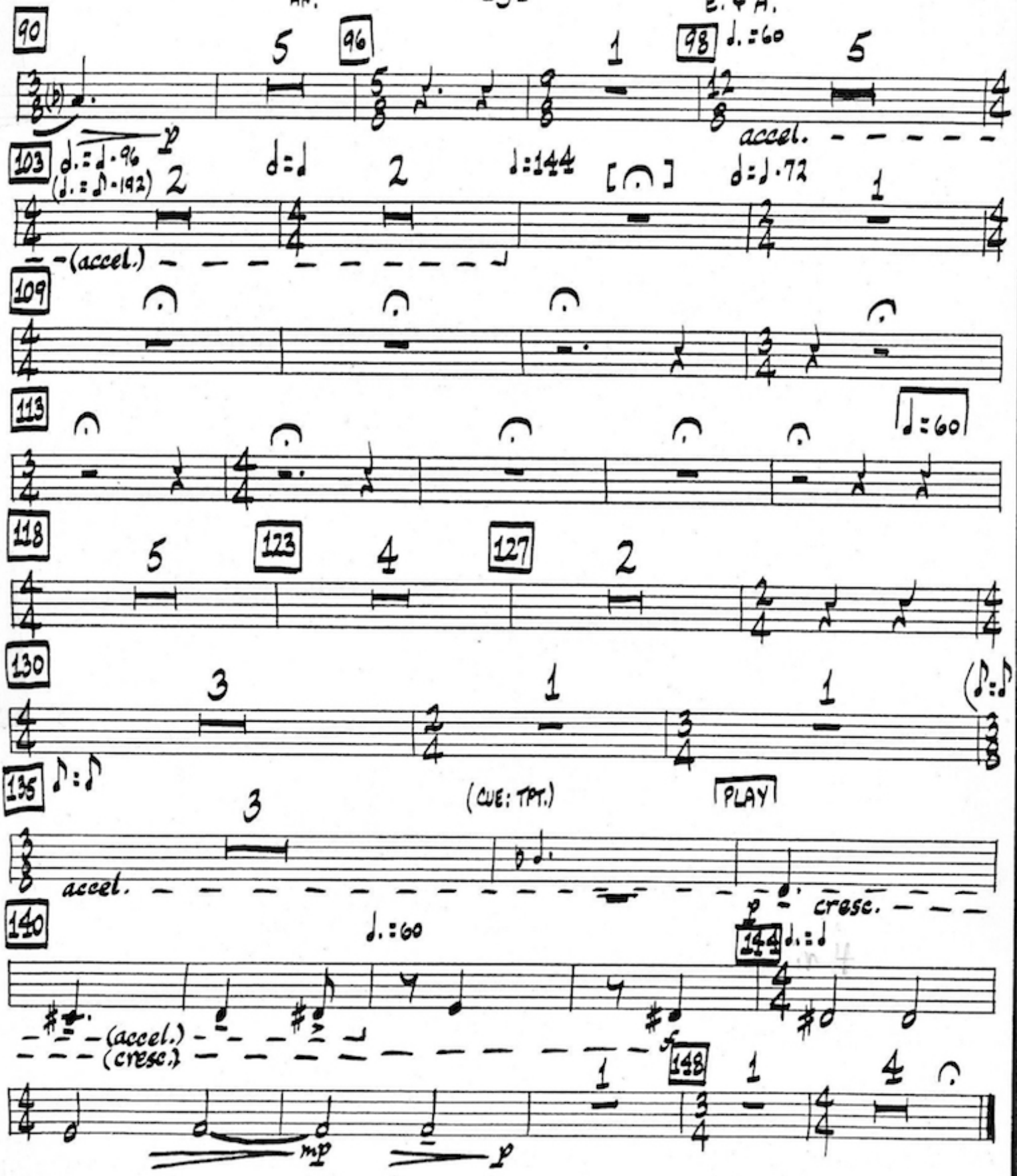
LM COME

ELOHIM AND ADAM



* WITH LIPS OVER MOUTHPIECE, BLOW AIR THROUGH HORN.


AIR
44
1
AIR
p
mf
p
48
AIR
mp
p
mp
AIR
51
NORMAL
p
mf
p
f
p
p
54
1
mf
3
ff
57
Play 4X
p
mf
p
63
mp
p
mf cresc.
69
MELODY
f
p
cresc. poco a
75
poco
f
80
END MELODY
1
f
84
ff
f

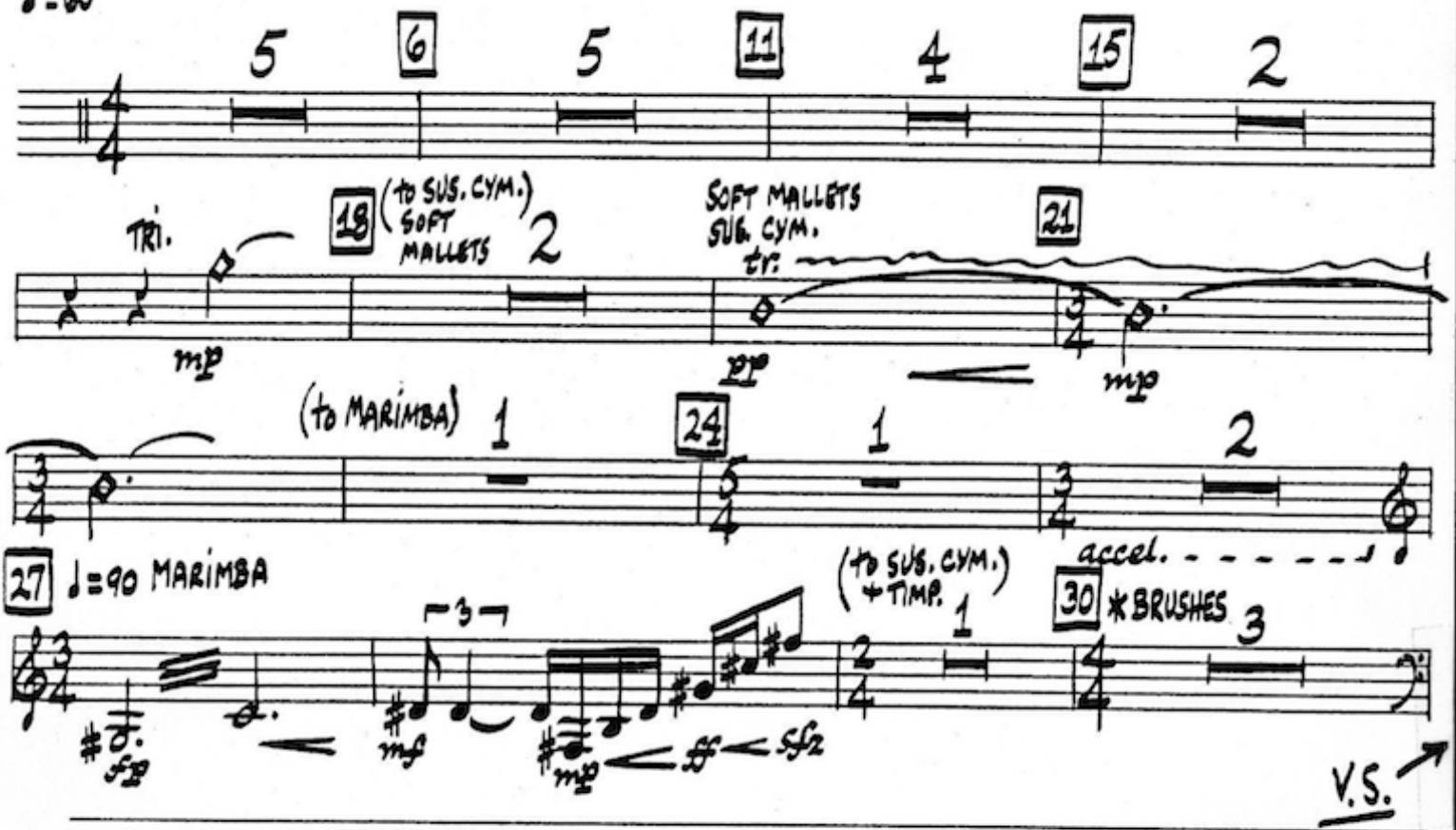

90
96
98
♩.=60
103
♩.=♩.96
(♩.=♪.192)
♩=♩
♩=144
♩=♩.72
(accel.)
109
113
♩=60
118
123
127
130
135
(CUE: TPT.)
PLAY
accel.
cresc.
140
♩.=60
144
♩.=♩
(accel.)
(cresc.)
148
mp
p

PERCUSSION

LMA COME

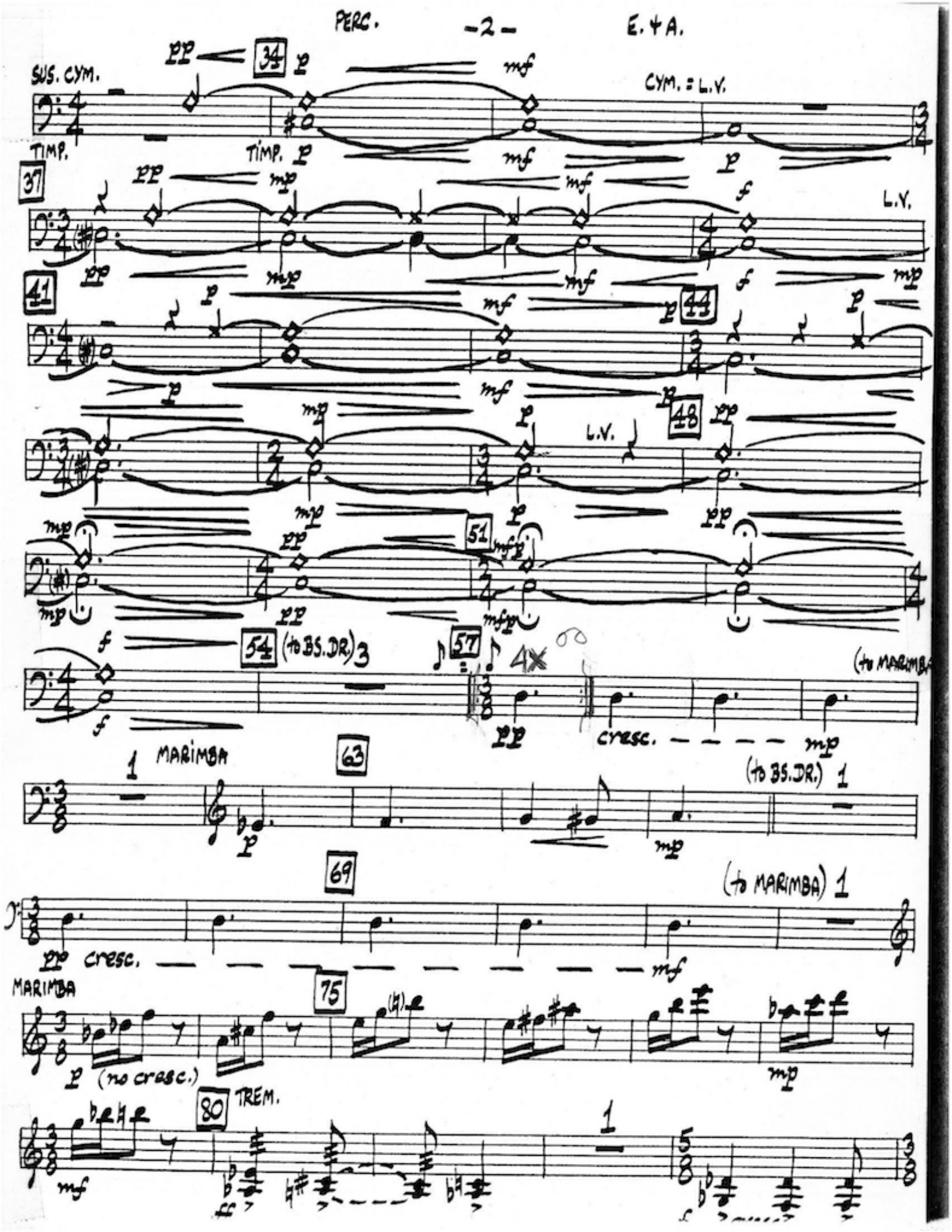
ELOHIM AND ADAM

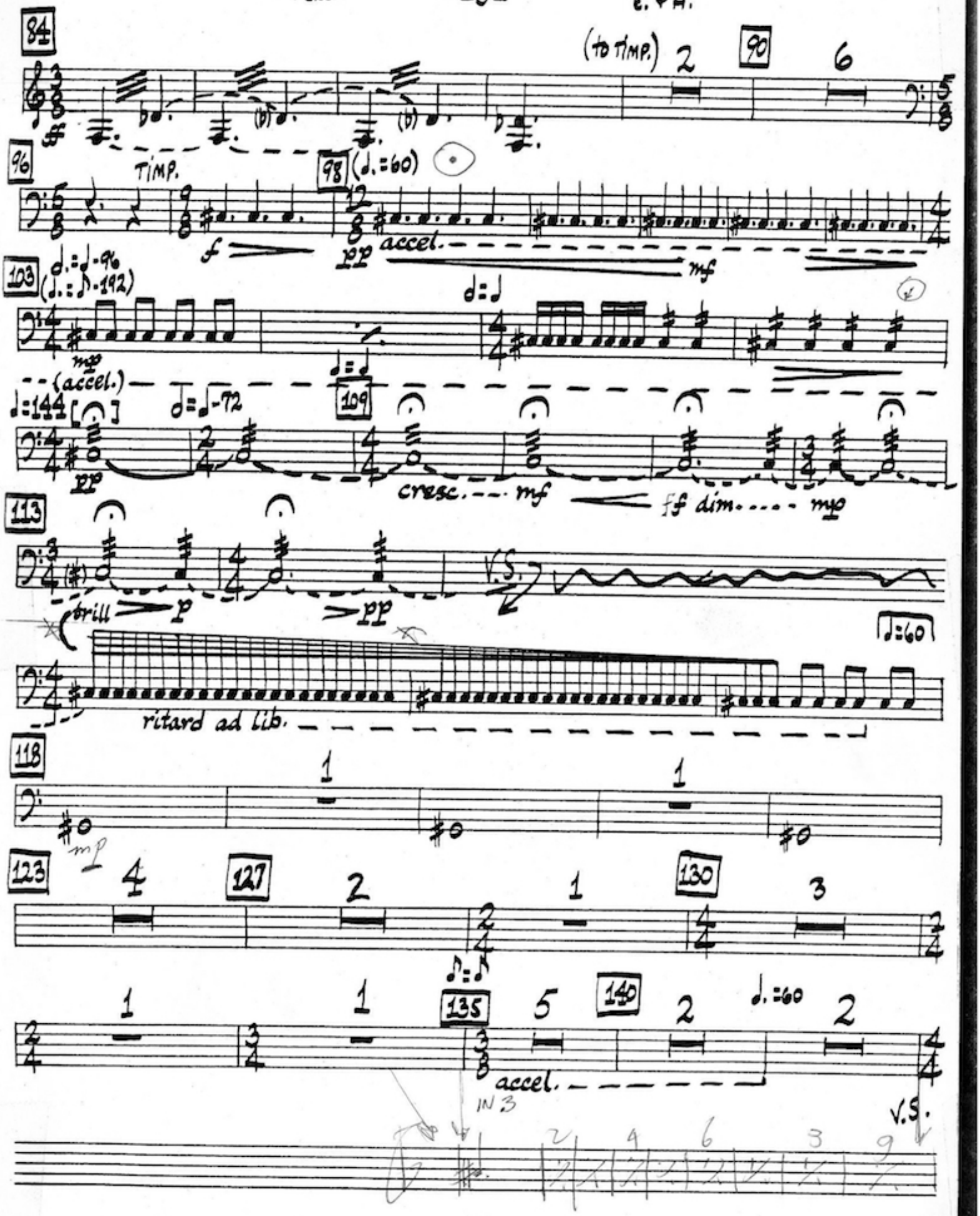
♩=60

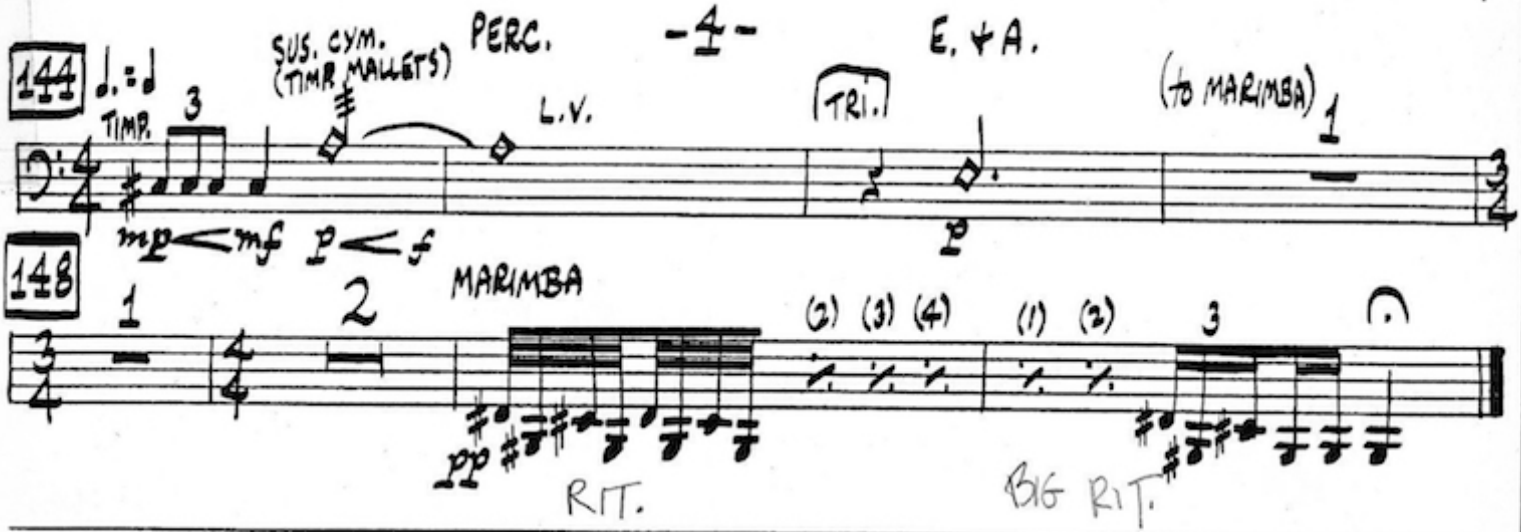


V.S.

* SPLIT ONE BRUSH ON CYMBAL EDGE AND SHAKE UP AND DOWN.
USE OTHER BRUSH ON TIMP. IN CIRCULAR MOTION OR BACK AND FORTH.


SUS. CYM.
34
CYM. = L.V.
TIMP.
TIMP.
37
L.V.
41
44
48
L.V.
51
54
(to BS. DR.) 3
57
4x
(to MARIMBA)
cresc.
MARIMBA
1
63
(to BS. DR.) 1
69
(to MARIMBA) 1
cresc.
MARIMBA
75
(no cresc.)
80
TREM.
1

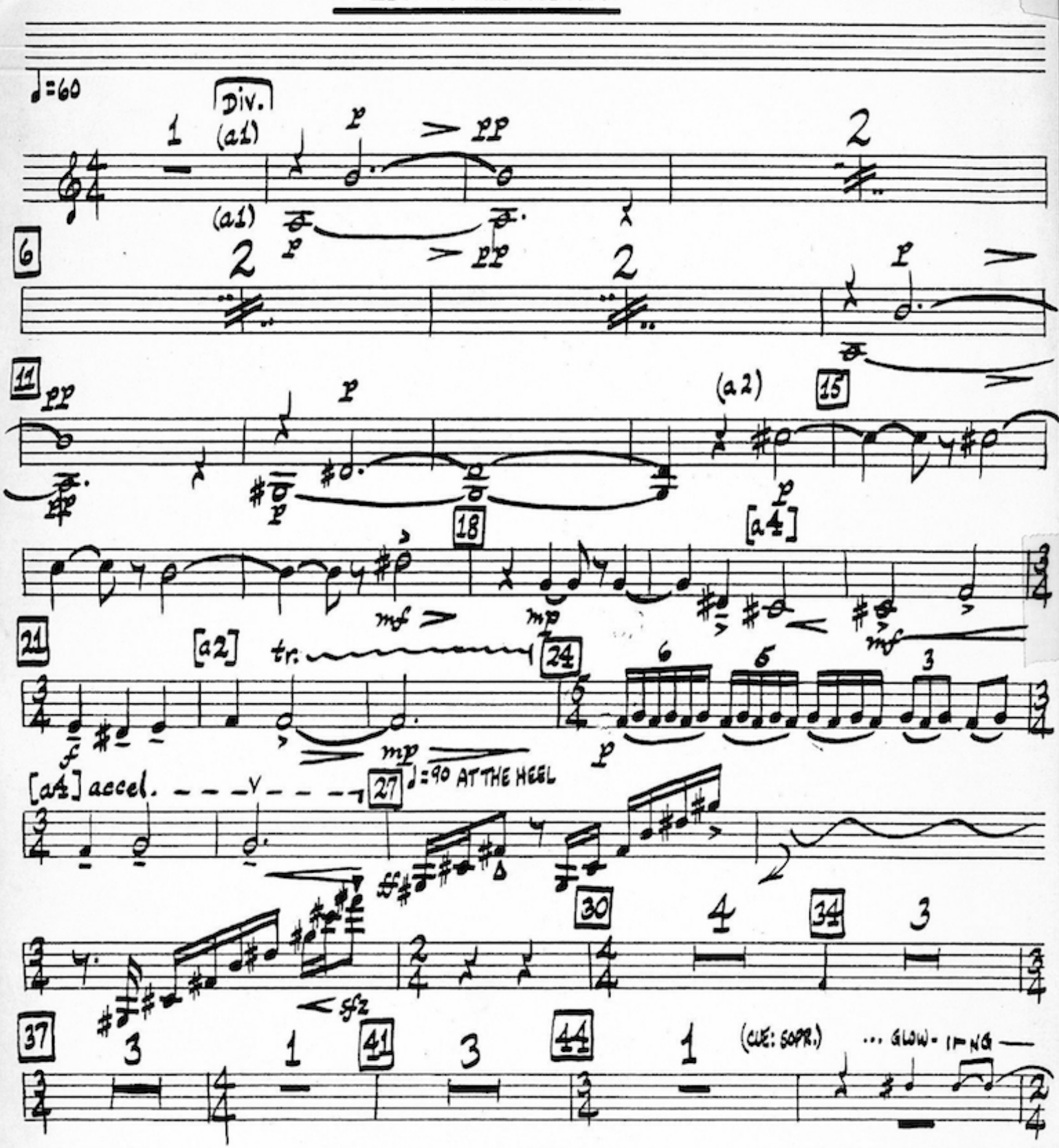

84
(to TIMP.)
90
96
TIMP.
98
(♩.=60)
accel.
103
(♩.=♪-192)
(accel.)
109
cresc.
ff dim.
113
trill
V.S.
♩=60
ritard ad lib.
118
123
127
130
135
140
accel.
IN 3
V.S.


144
♩.=♩
TIMP.
3
SUS. CYM.
(TIMP. MALLETS)
L.V.
TRI.
(TO MARIMBA)
1
mp < mf
p < f
p
148
1
2
MARIMBA
(2) (3) (4)
(1) (2)
3
pp
RIT.
BIG RIT.

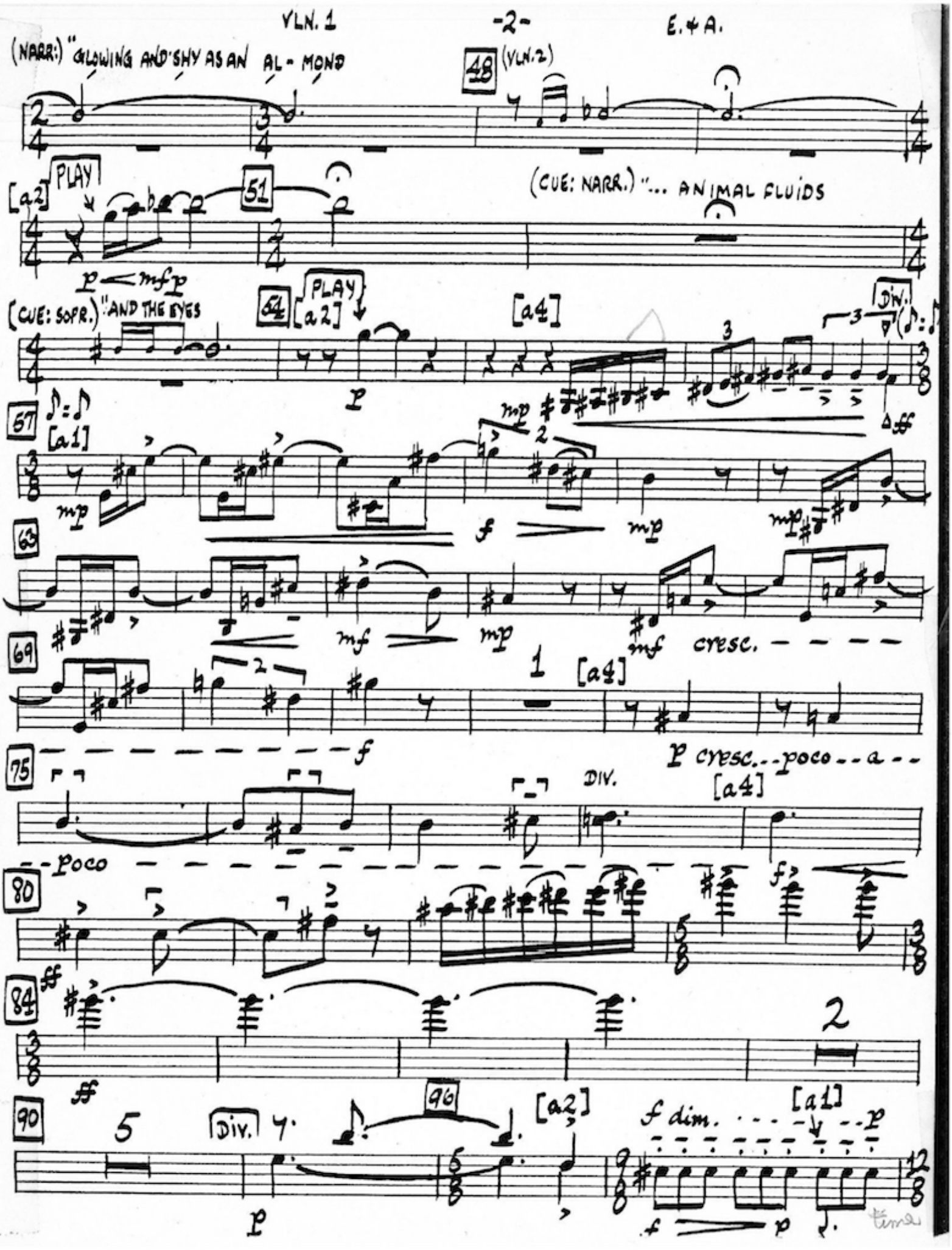
VIOLIN 1 (two players)

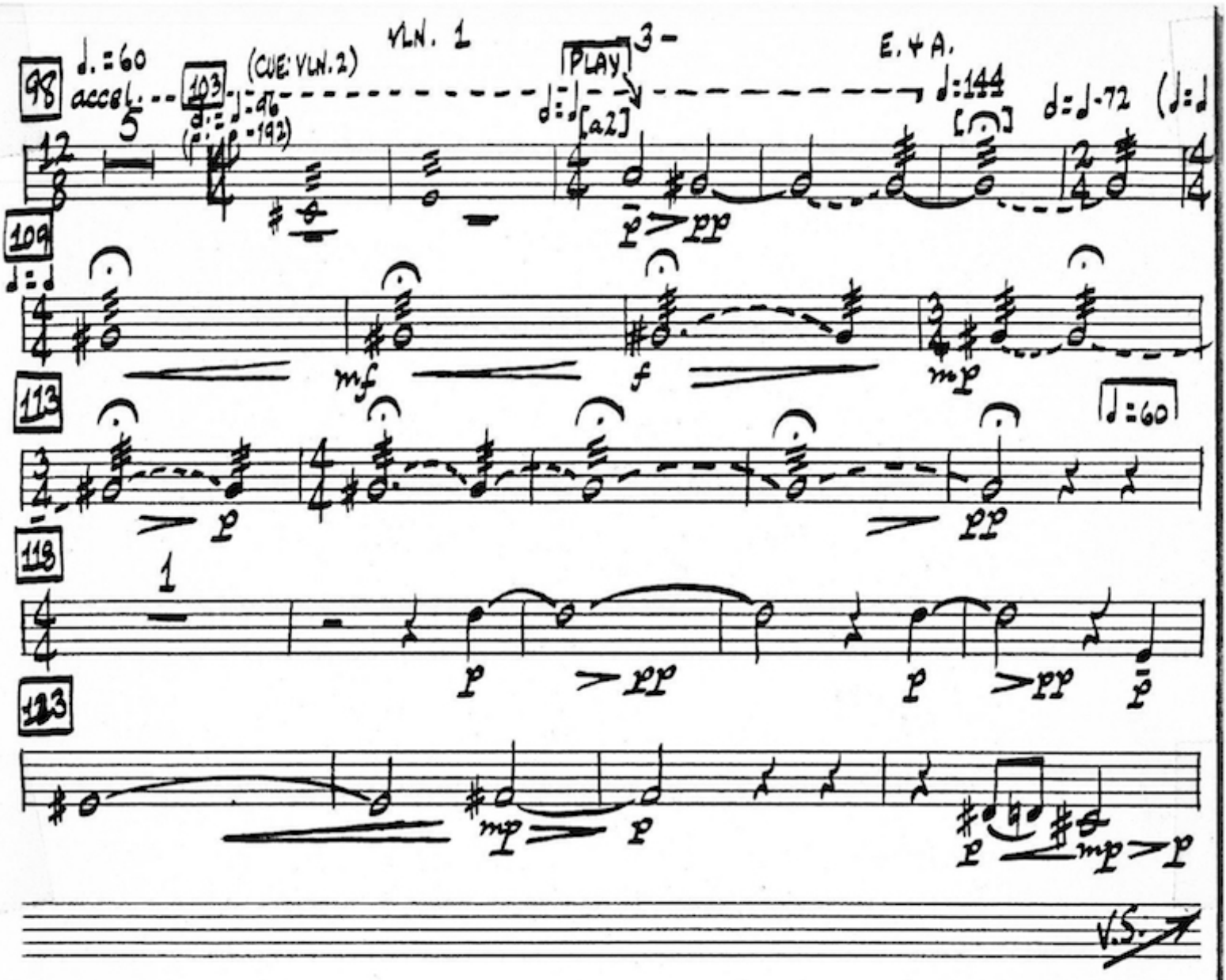
ELOHIM AND ADAM

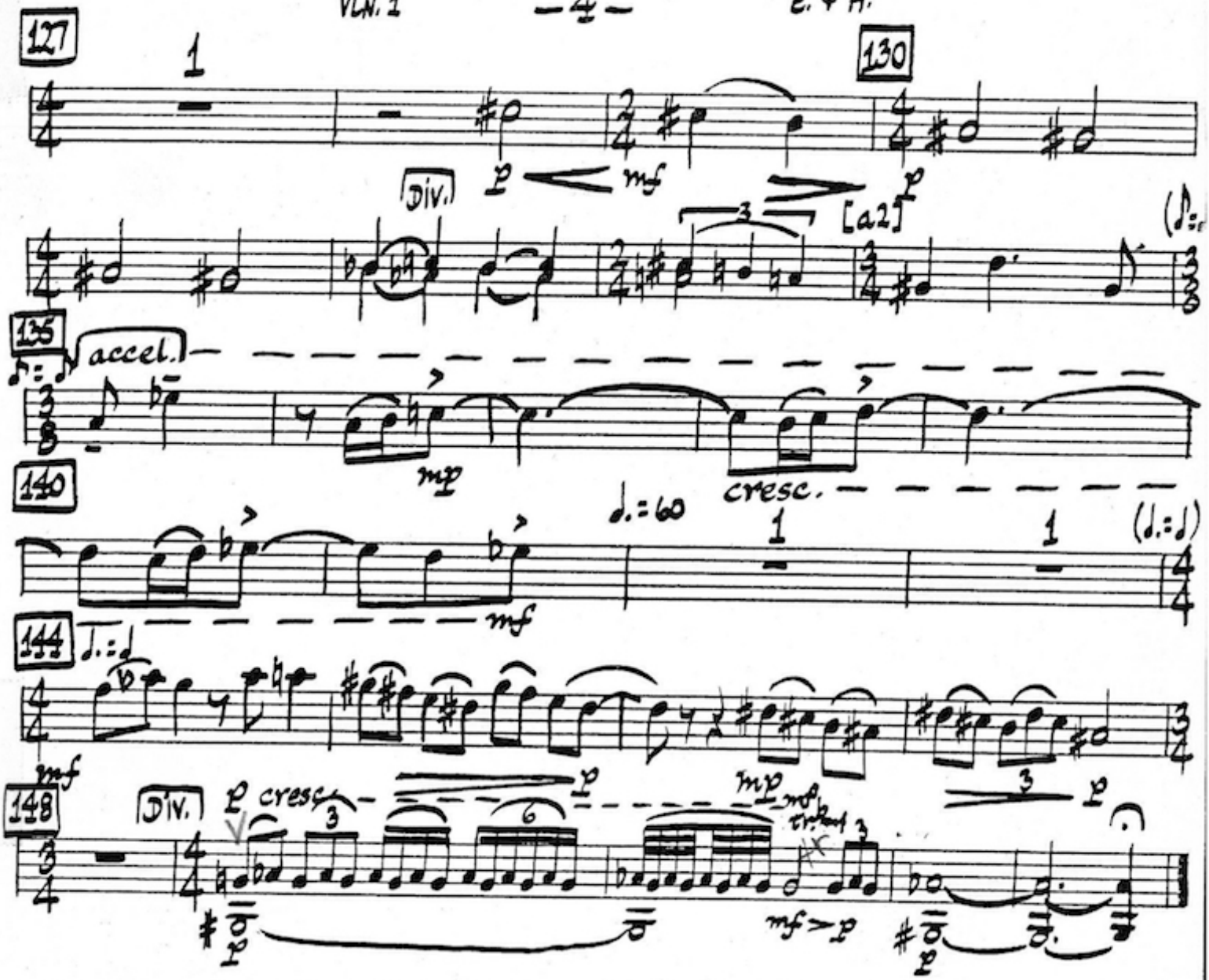
LM COME



NOTE: [a4] MEANS YOU ARE PLAYING IN UNISON WITH VLN. 2


(NARR:) "GLOWING AND SHY AS AN AL-MOND
48
(VLN.2)
[a2]
PLAY
51
(CUE: NARR.) "... ANIMAL FLUIDS
p < mf p
(CUE: SOPR.) "AND THE EYES
54
PLAY
[a2]
[a4]
DIV.
p
57
[a1]
mp
2
ff
63
f
mp
mf
mp
mf cresc.
69
1
[a4]
f
p cresc. poco a
75
DIV.
[a4]
poco
f
80
ff
84
ff
2
90
5
DIV.
96
[a2]
[a1]
f dim.
p
p
f
p

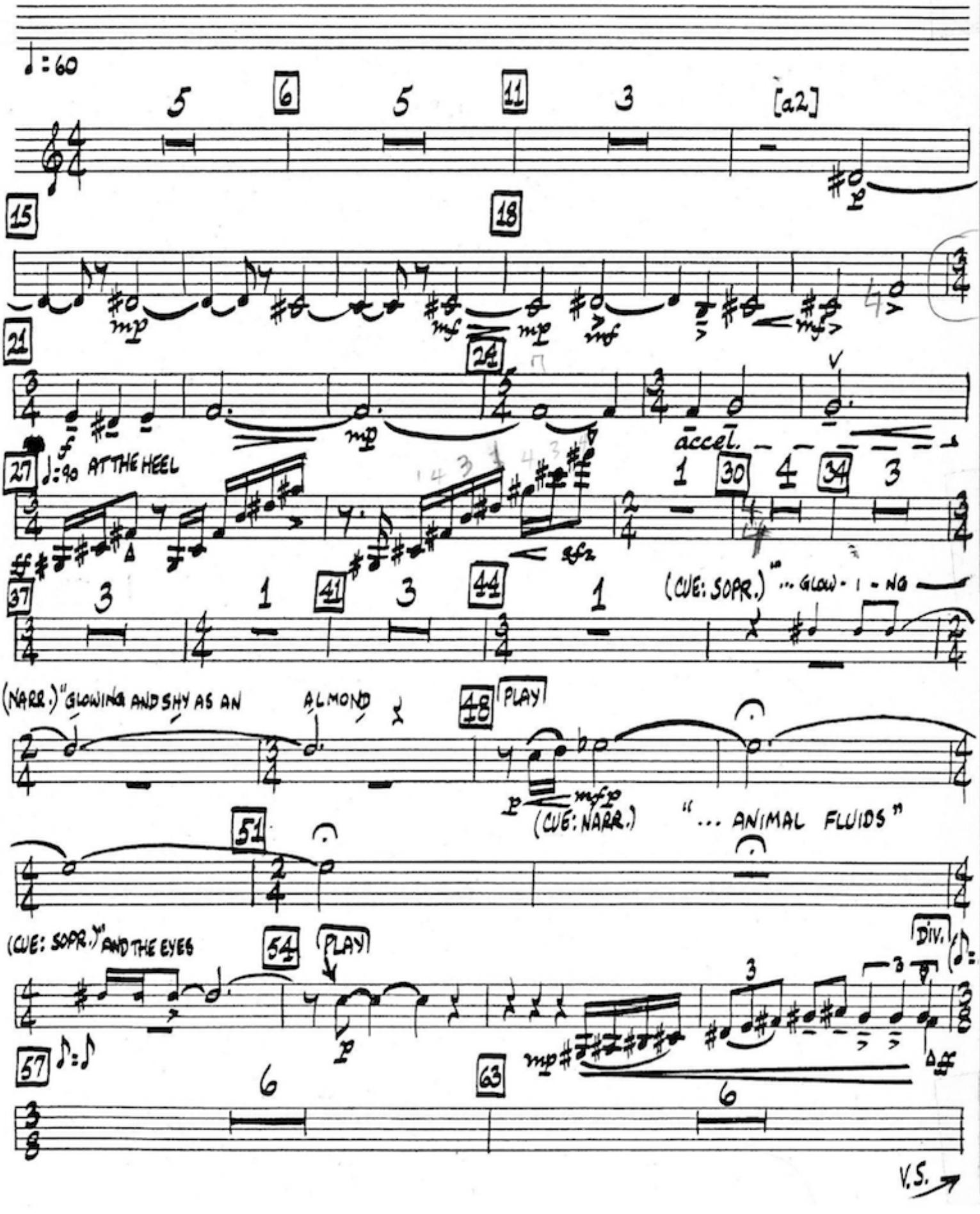

VLN. 1
-3-
E. + A.
98
♩. = 60
accel.
103
(CUE: VLN. 2)
PLAY
[a2]
♩ = 144
♩ = ♩ - 72
109
113
118
123
V.S.

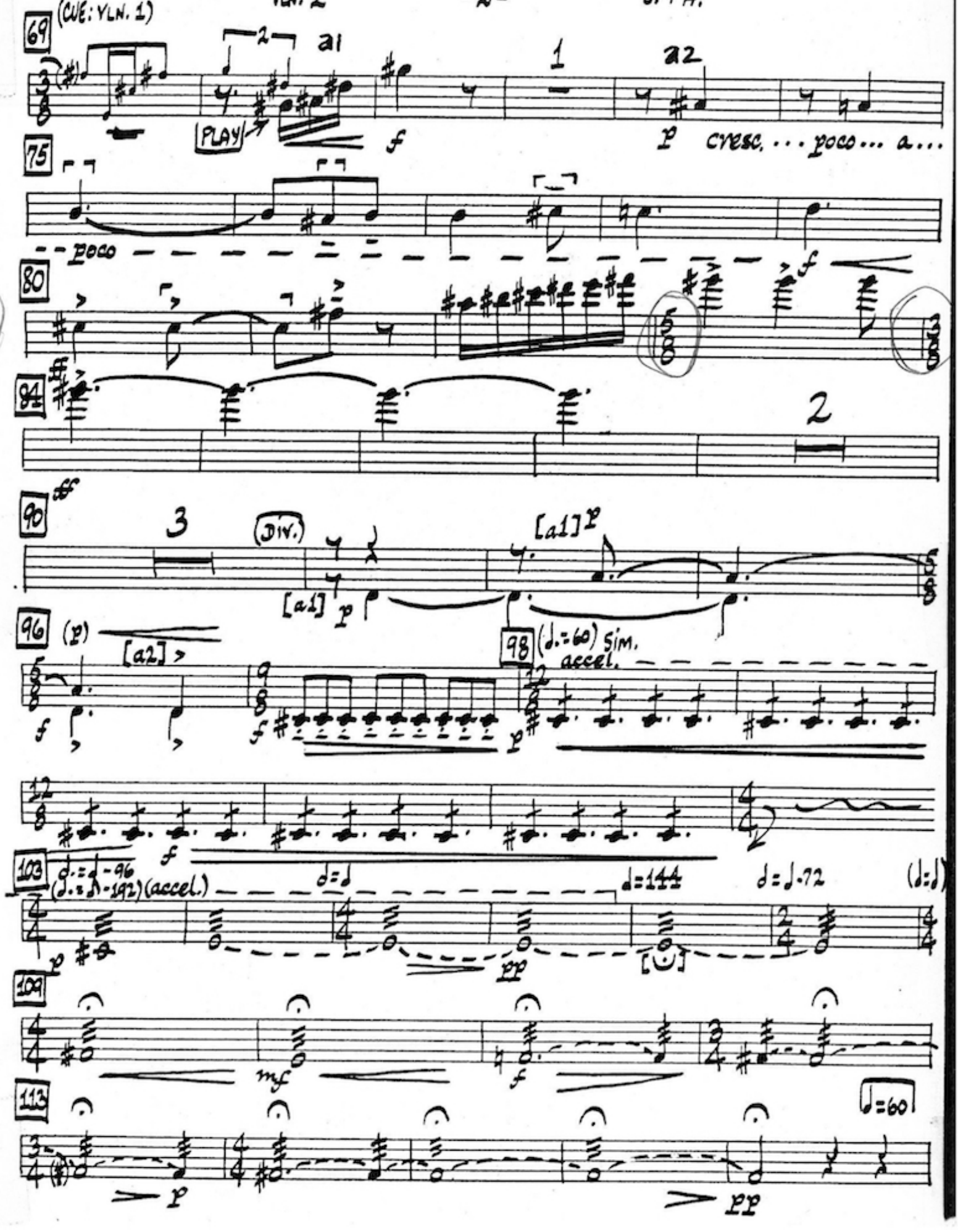

127
130
Div.
[a2]
135
accel.
140
cresc.
144
148
Div.
cresc.

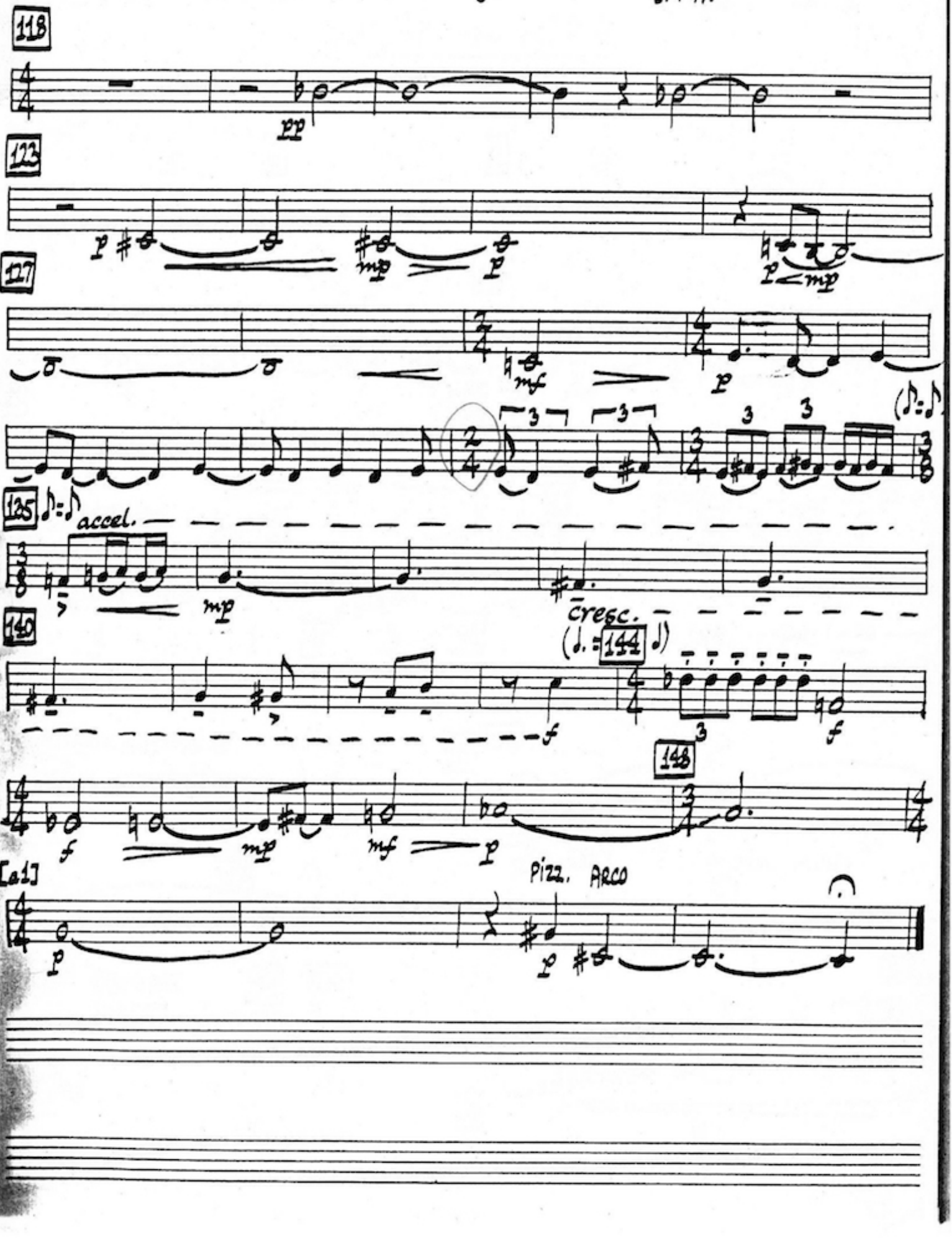
VIOLIN 2 (two players)

LM COME

ELOHIM AND ADAM



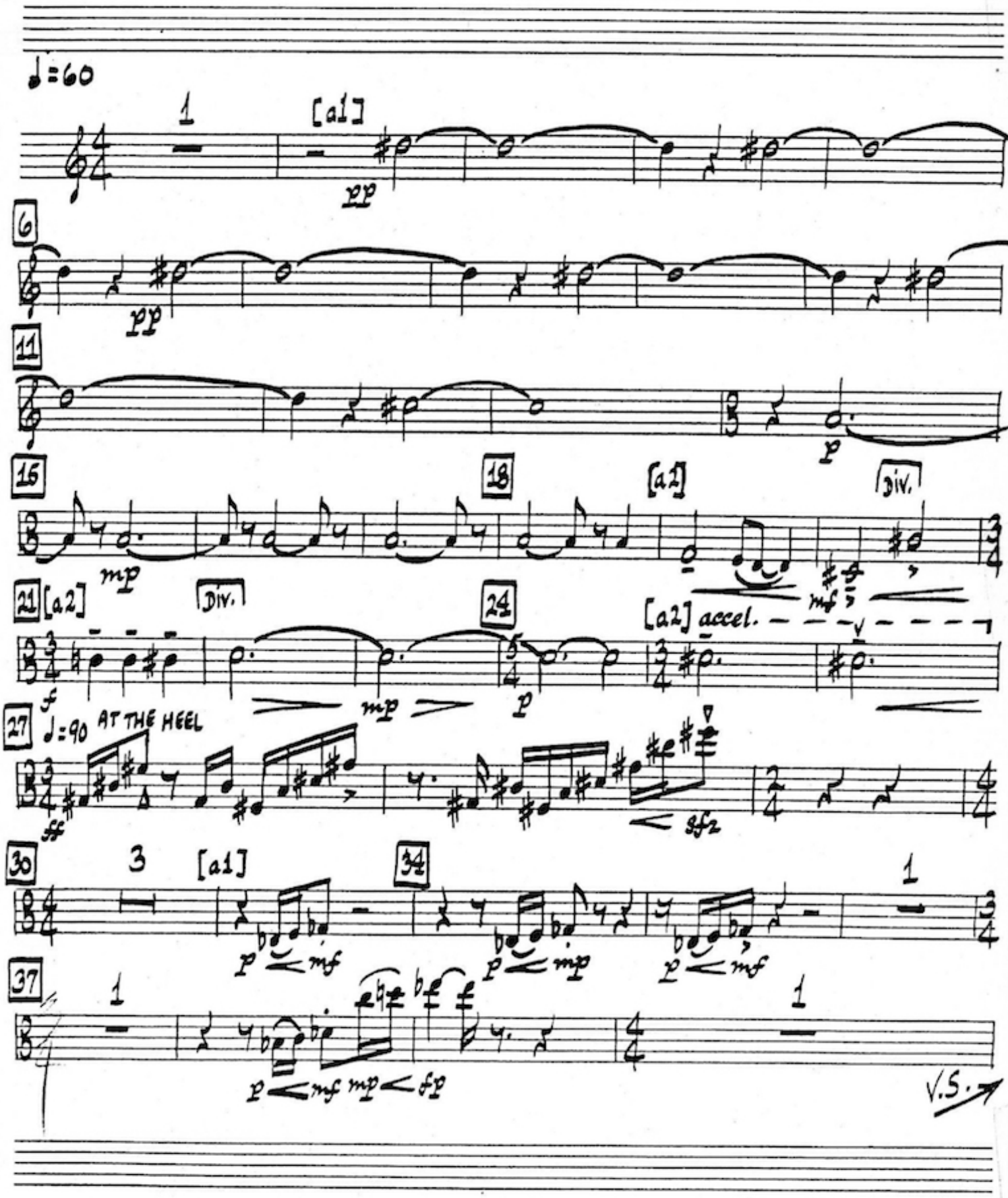

(CUE: VLN. 1)
69
a1
a2
PLAY
f
p cresc. . . . poco . . . a . . .
75
poco
f
80
84
2
ff
90
3
DIV.
[a1] p
[a1] p
96
(p)
[a2]
f
98
(♩.=60) sim.
accel.
103
♩.=♩ -96
(♩.=♩ -192) (accel.)
♩=♩
♩=144
♩=♩.72
(♩.=♩)
pp
109
mf
f
113
♩=60
p
pp

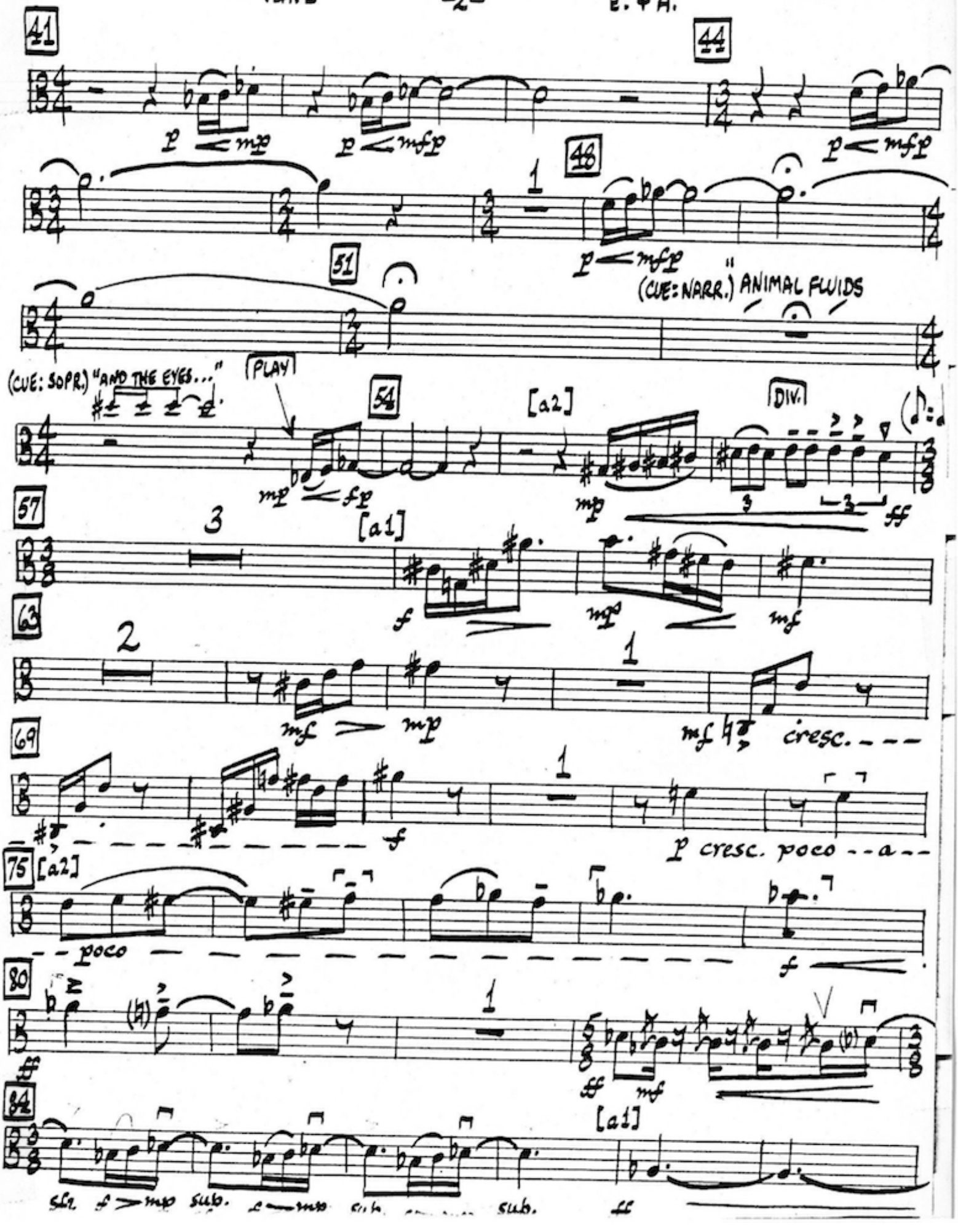

118
pp
123
p
mp
p
p
mp
117
mf
p
3
3
3
3
125
accel.
mp
cresc.
140
(♩. = 144 ♩)
f
3
f
148
f
mp
mf
p
[a1]
Pizz.
ARCO
p
p

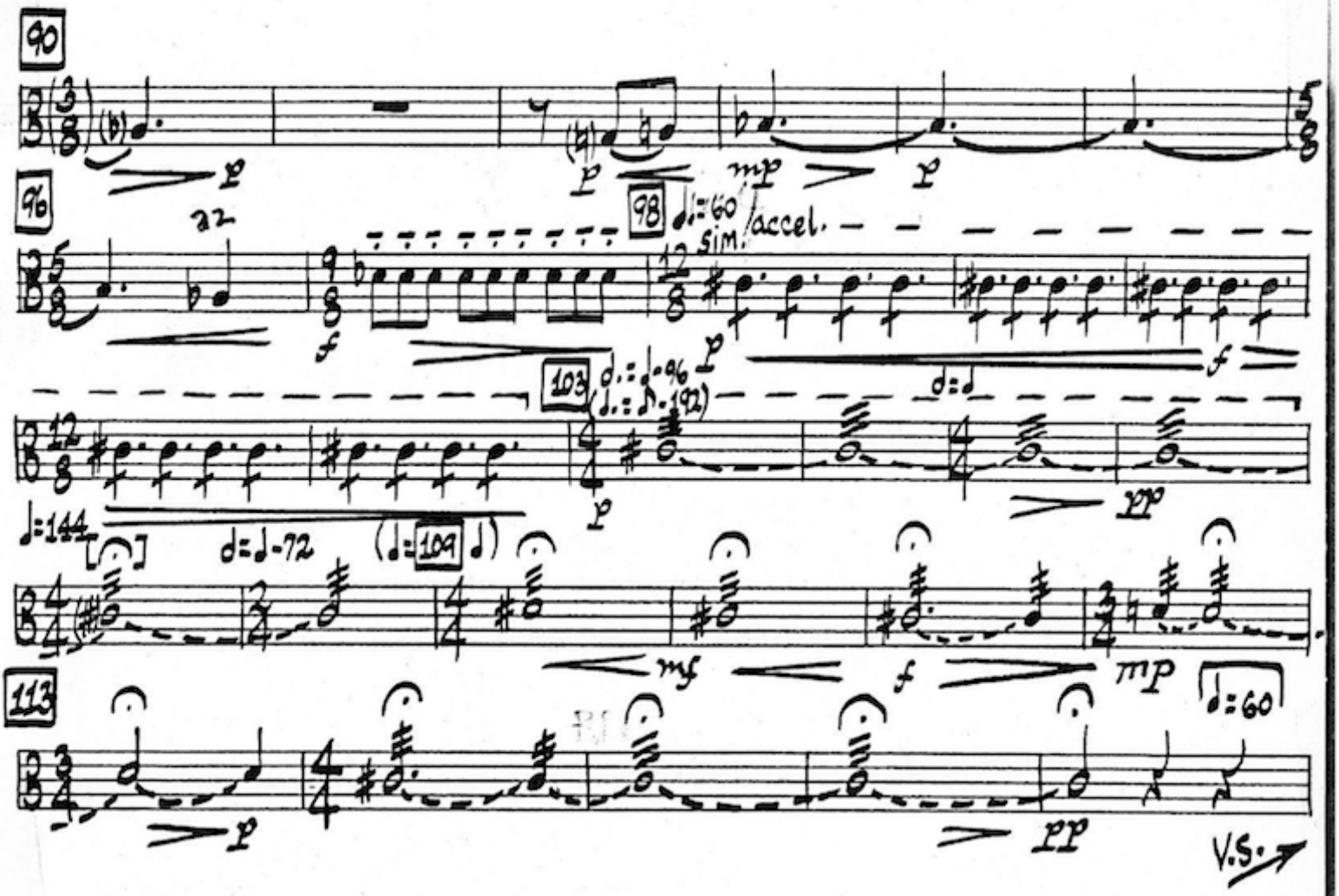
VIOLA 1 (one player)

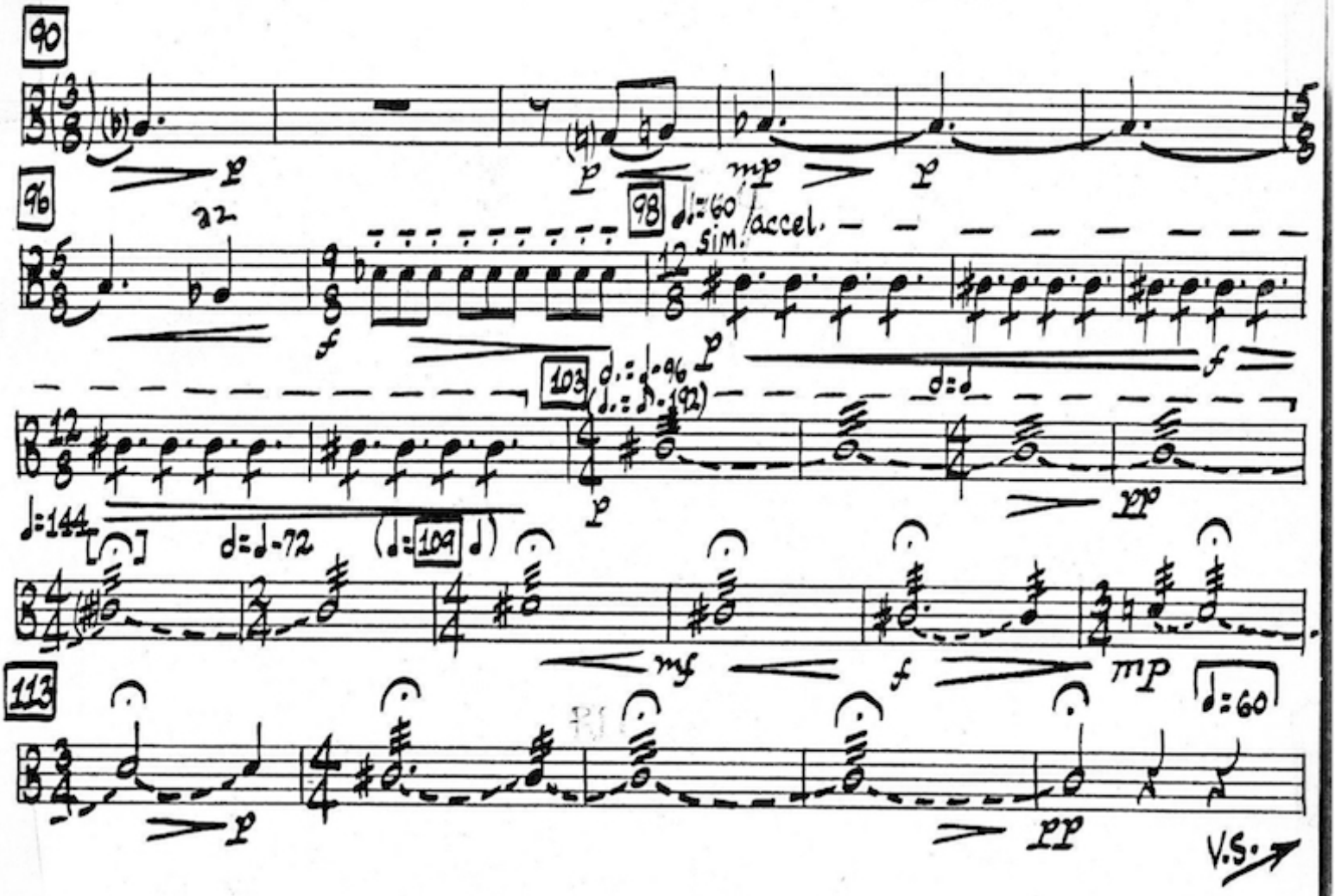
LM COME

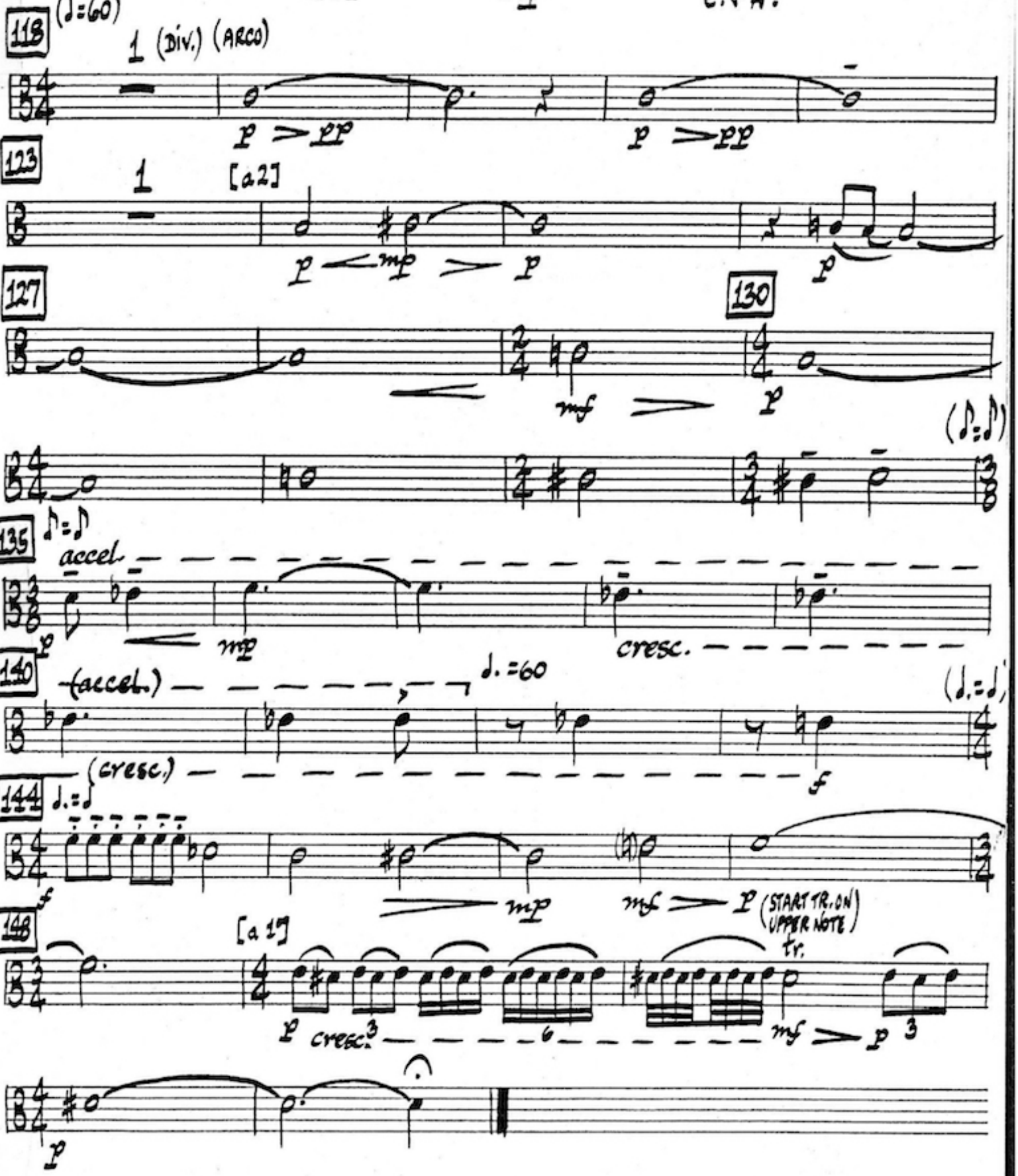
ELOHIM AND ADAM




41
44
48
51
(CUE: NARR.) "ANIMAL FLUIDS
(CUE: SOPR.) "AND THE EYES..."
PLAY
54
[a2]
DIV.
57
[a1]
63
69
cresc.
p cresc. poco - - a - -
75 [a2]
poco
80
84
[a1]
sub.


90
96
22
98
♩.=60
sim.
accel.
103
♩.=♩-96
(♩.=♩.-192)
♩=144
♩=♩-72
(♩=109 ♩)
113
♩=60
V.S.


90
96
22
98
♩.=60
sim.
accel.
103
♩.=♩-96
(♩.=♩-92)
♩=144
♩=♩-72
(♩=109 ♩)
113
♩=60
V.S.


118
(♩=60)
1 (DIV.) (ARCO)
p > pp
p > pp
123
1
[a2]
p < mp > p
p
127
130
mf
p
(♪=♪)
135
♪=♪
accel.
p
mp
cresc.
140
(accel.)
♩.=60
(♩.=♩)
(cresc.)
f
144
♩.=♩
f
mp
mf > p (START TR. ON UPPER NOTE)
tr.
148
[a 1]
p
cresc.
3
6
mf > p
3
p

VIOLA 2 (one player)

ELOHIM AND ADAM

LA COME

♩=60

PIZZ.

pp p pp p

6

p pp p pp p

11

ARCO

pp p pp p

15 18

mp sempre

21

mf f

accel.

24

p

27

♩=90 mp AT THE HEEL

ff sfz

30 34

4 1

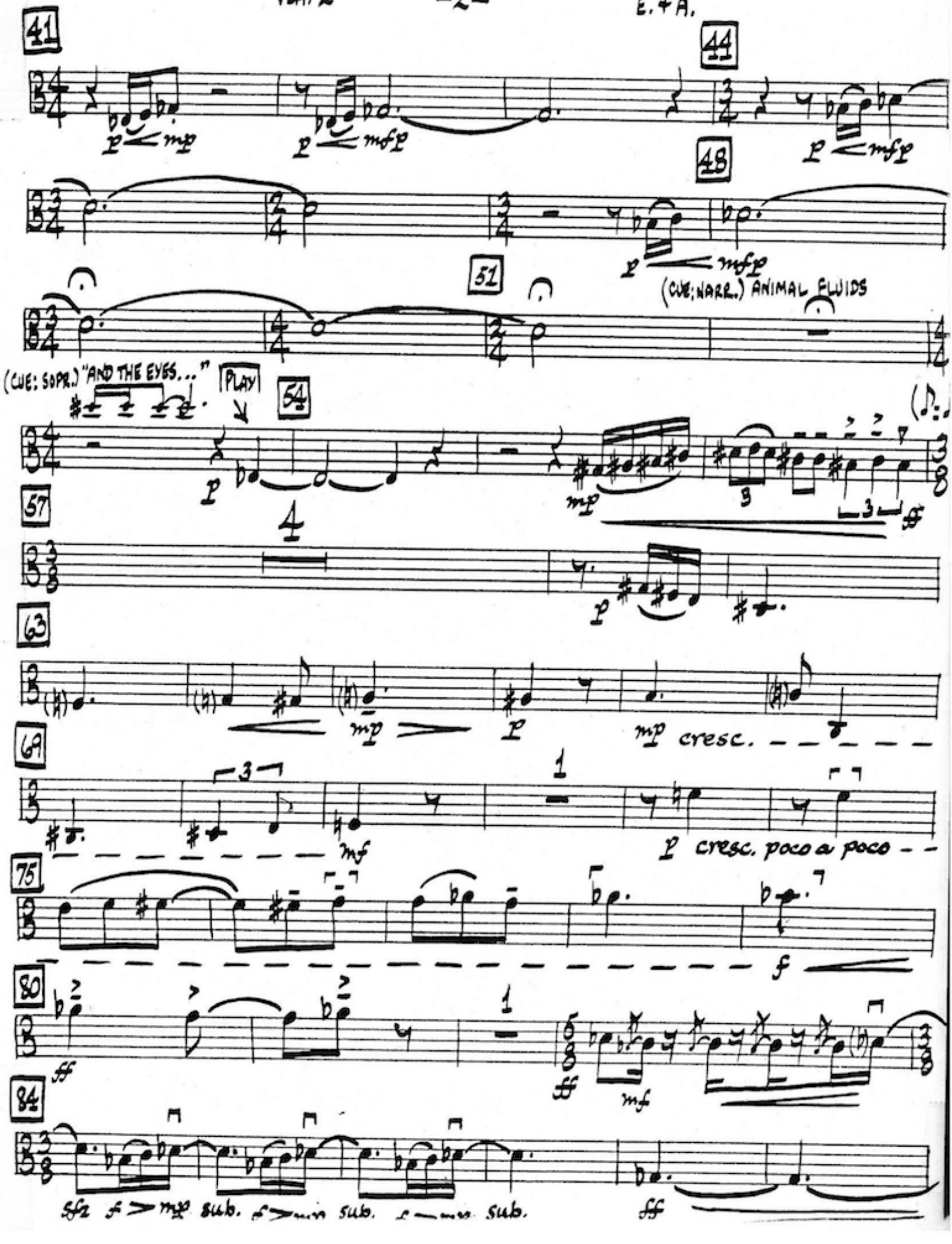
mp< f p< mf

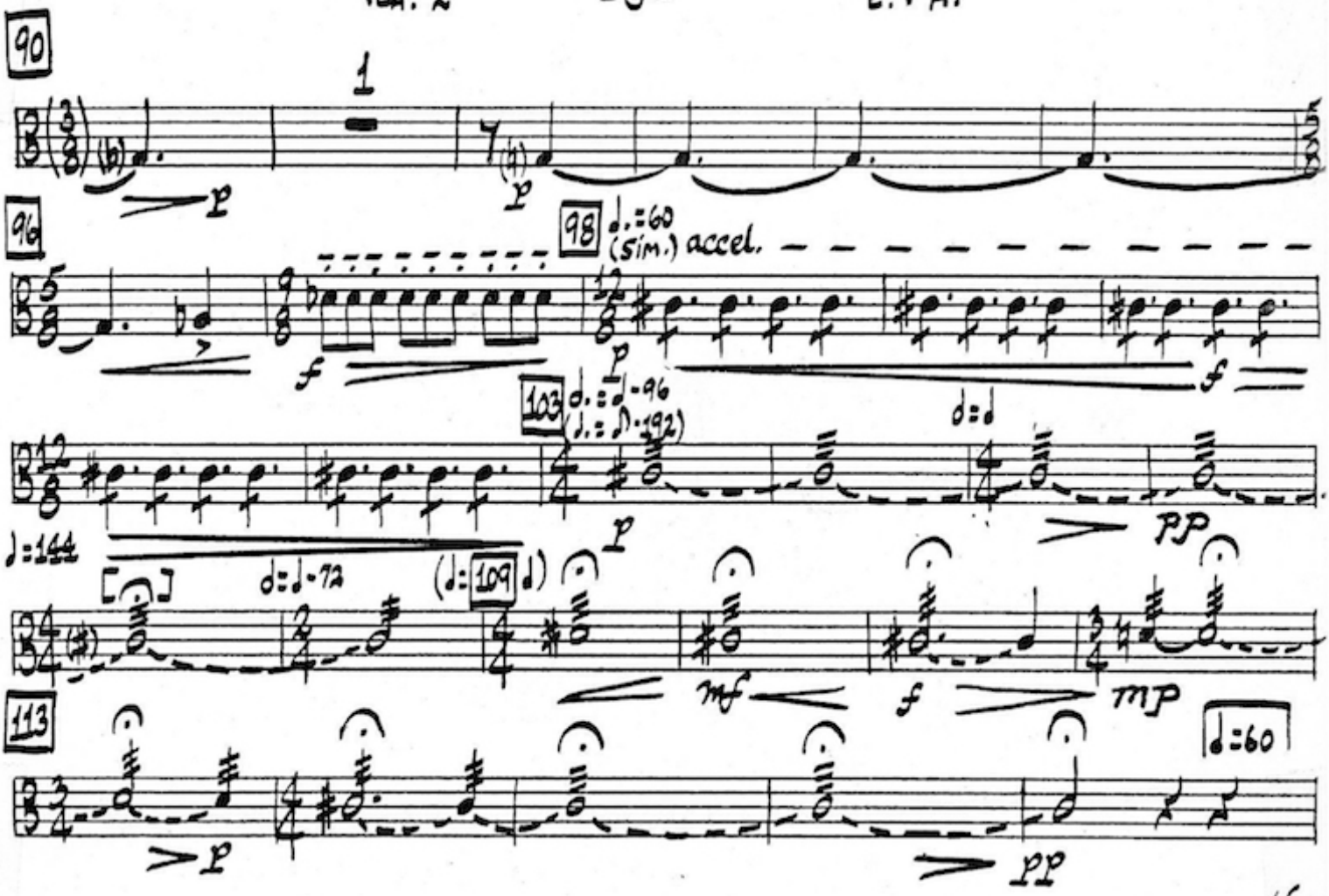
37

1 1 1

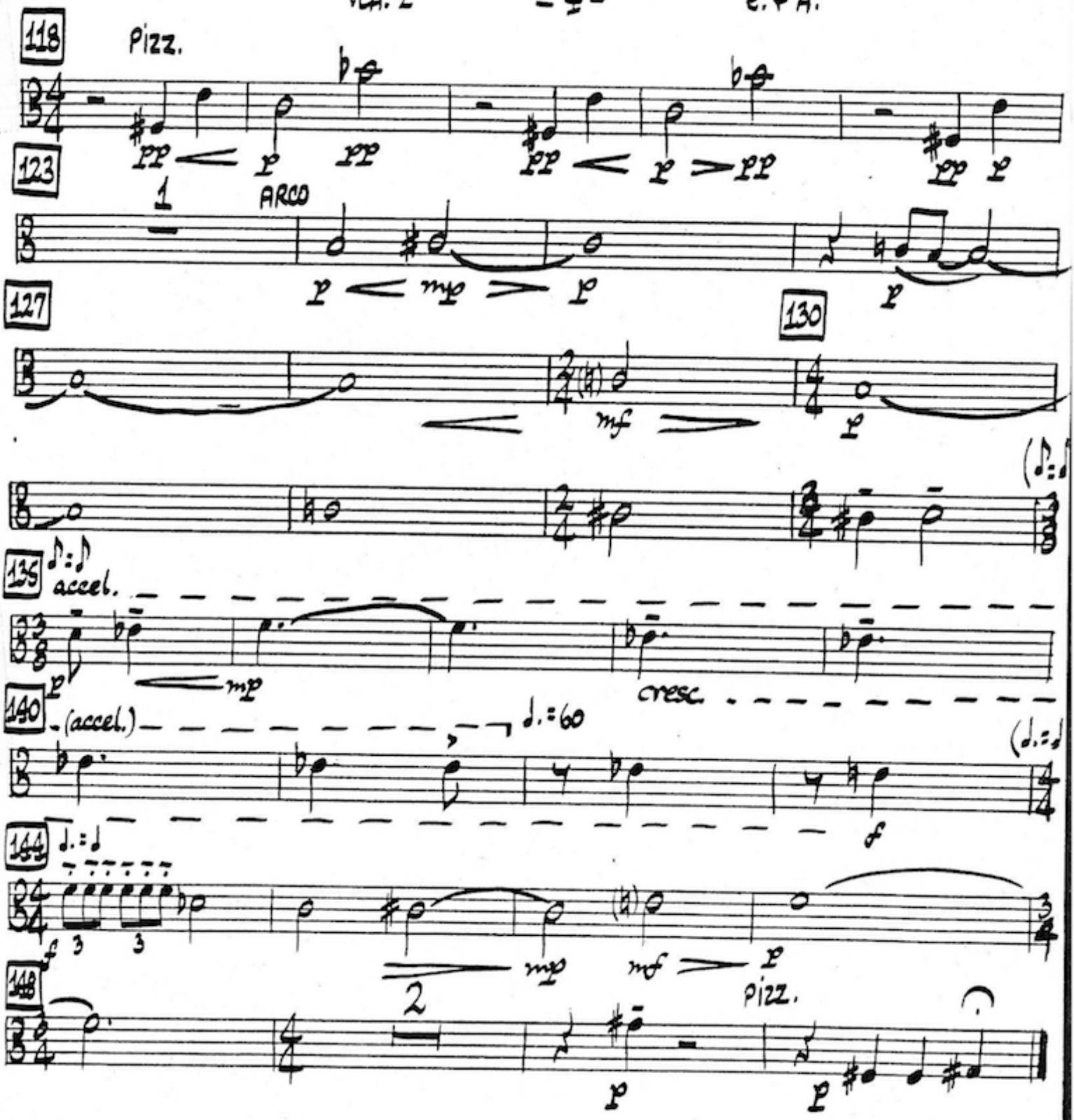
p< mf

V.S.


41
44
48
51
(CUE: NARR.) ANIMAL FLUIDS
(CUE: SOPR.) "AND THE EYES..."
PLAY
54
57
63
69
mp cresc.
mf
p cresc. poco a poco
75
f
80
ff
mf
84
sfz f mp sub. f sub. f sub.
fff


90
1
p
96
98
♩.=60
(sim.) accel.
f
p
f
103
♩.=♩-96
(♩.=♪-192)
d=d
pp
♩=144
[ ]
d=♩-72
(♩:109♩)
p
mf
f
mp
113
♩=60
p
pp

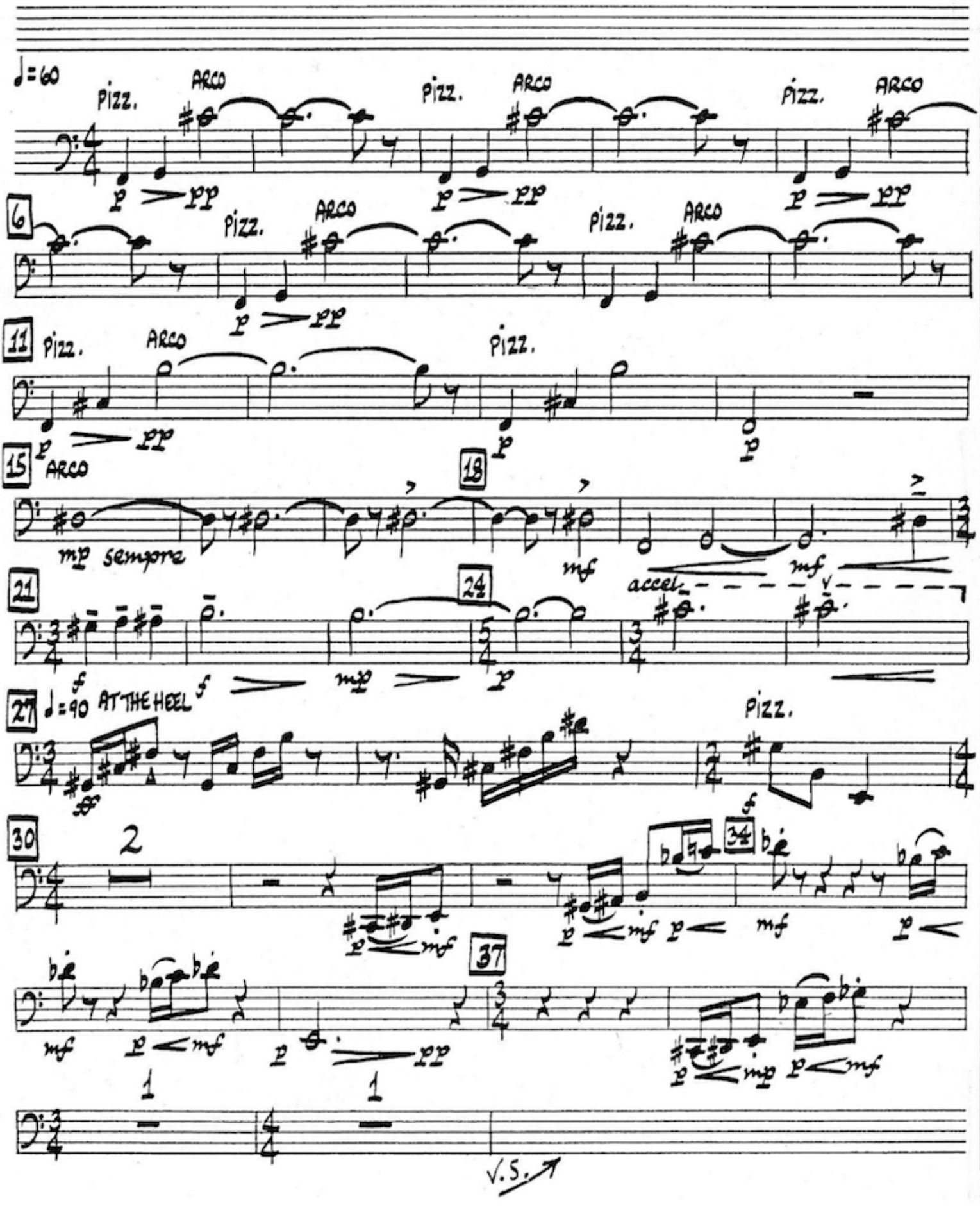
V.S.

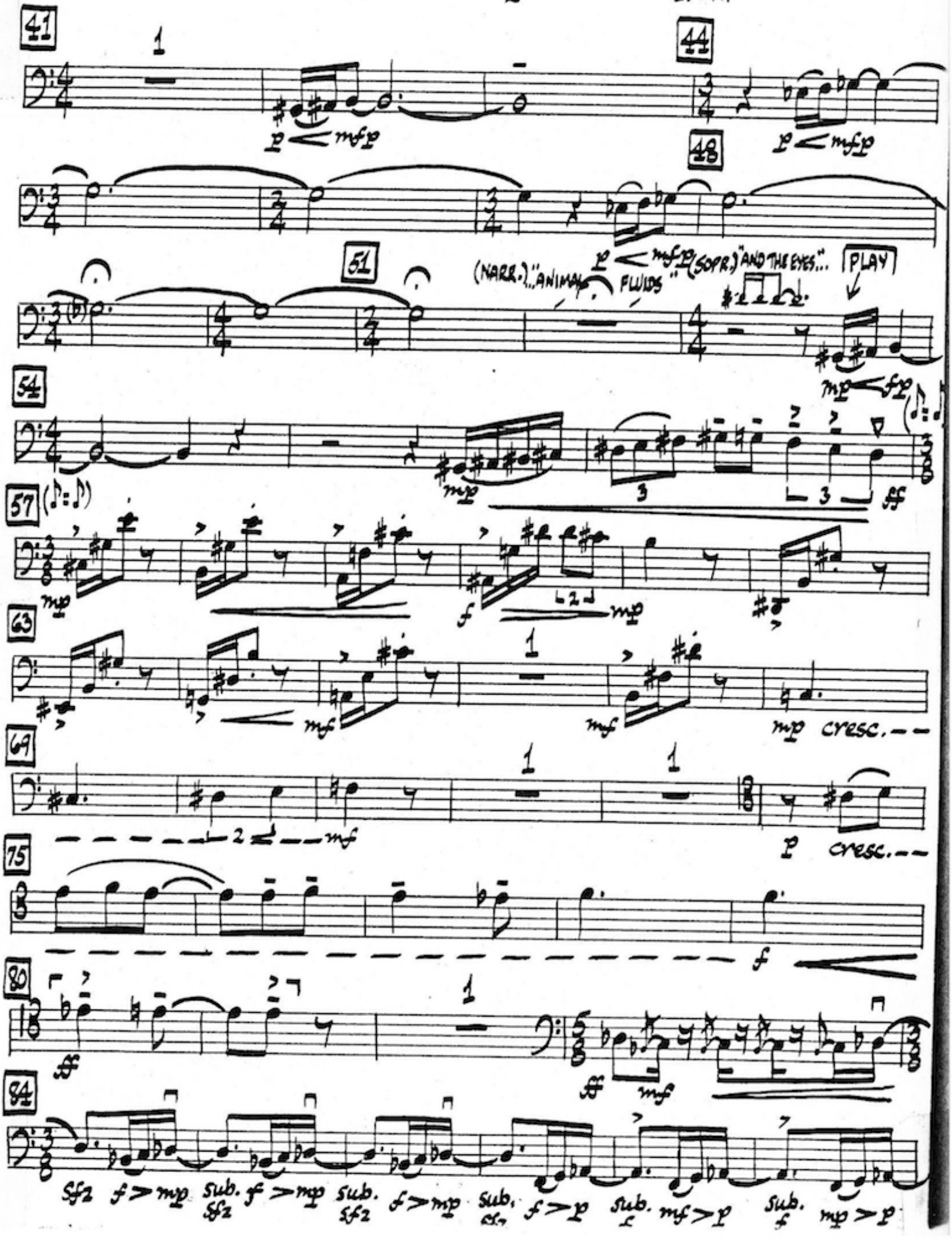

118
Pizz.
123
1
ARCO
127
130
135
accel.
140
(accel.)
144
148
2
Pizz.

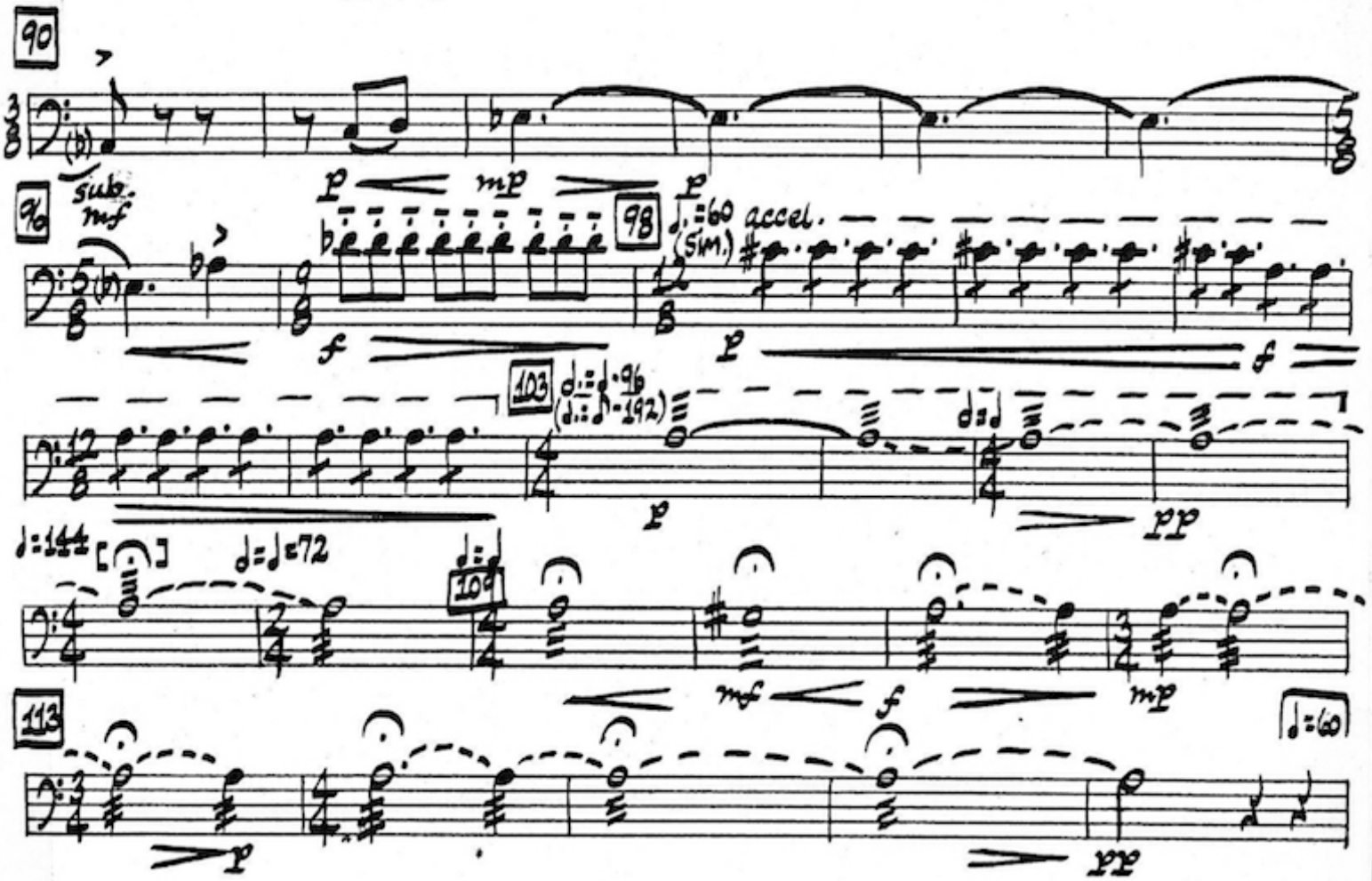
CELLO 1 (one player)

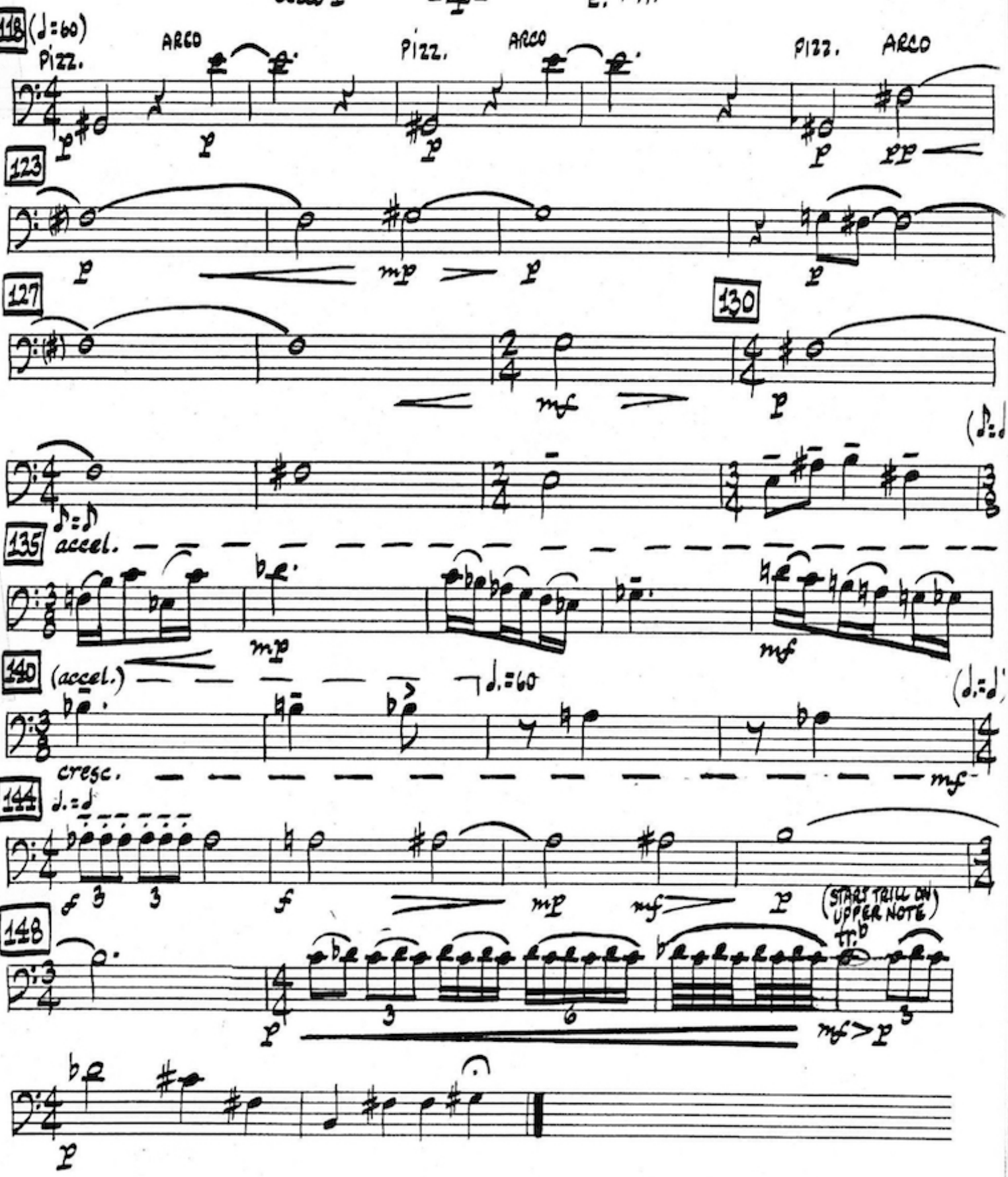
LAA COME

ELOHIM AND ADAM



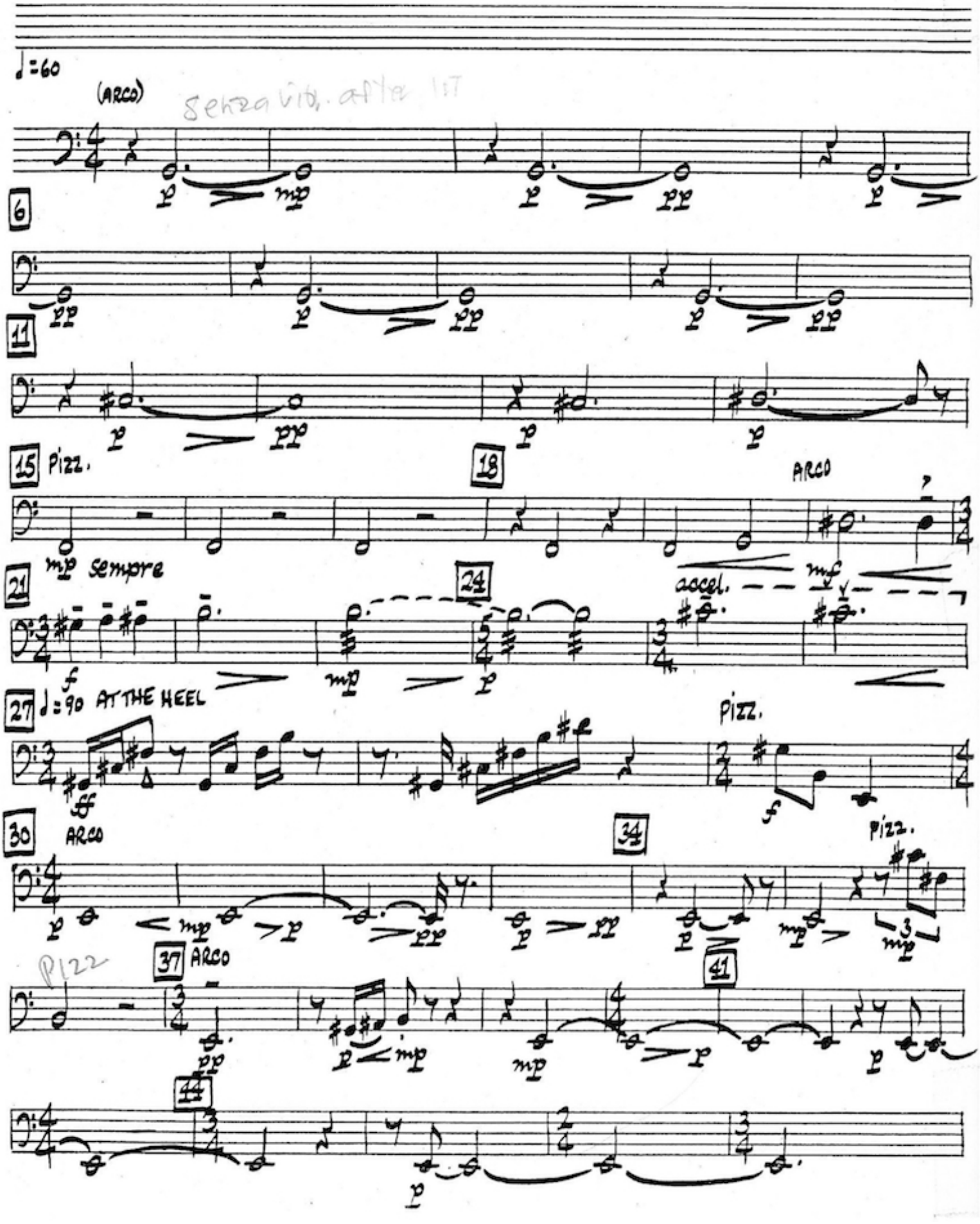

41
44
48
51
(NARR.) "ANIMAL FLUIDS"
(SOPR.) "AND THE EYES..."
PLAY
54
57
63
69
75
80
84
cresc.
cresc.
Sf2 f > mp sub. Sf2 f > mp sub. Sf2 f > mp sub. Sf2 f > p sub. f mf > p sub. f mp > p

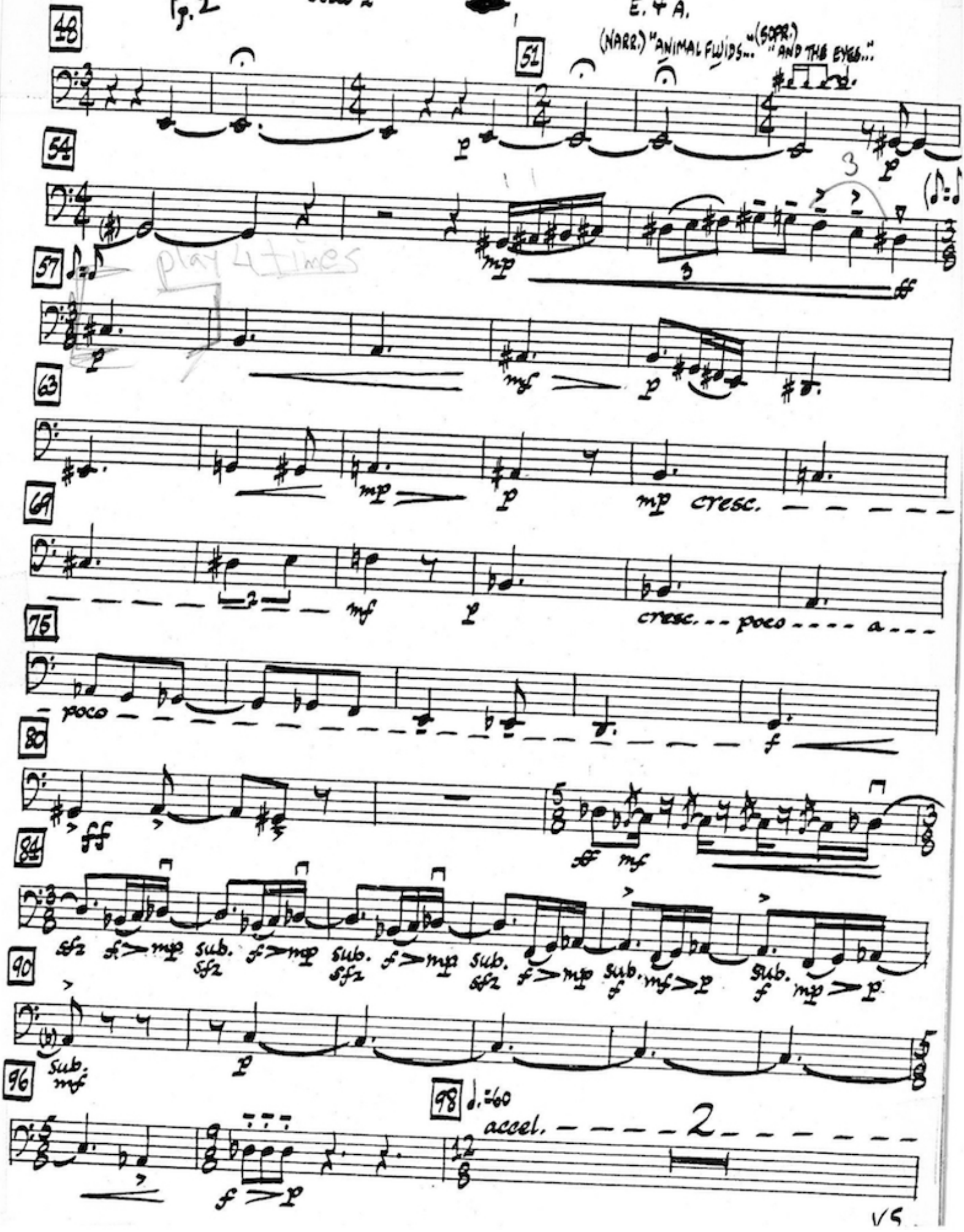

90
sub. mf
96
98
accel.
(Sim.)
103
109
113
V.S.

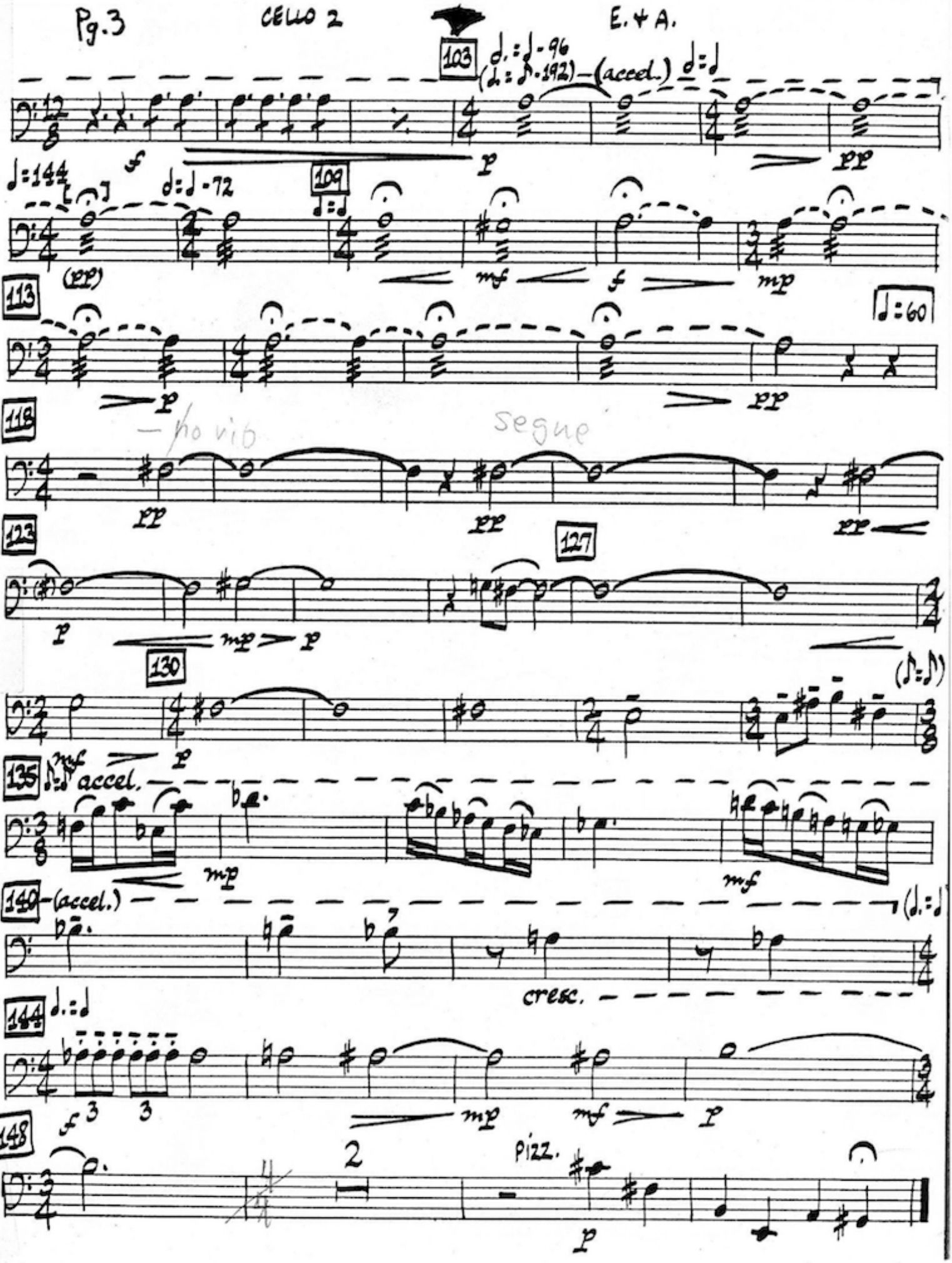

118
(♩=60)
PIZZ.
ARCO
PIZZ.
ARCO
PIZZ.
ARCO
123
127
130
135
accel.
140
(accel.)
♩.=60
cresc.
144
♩.=♩
148
(STARS TRILL ON UPPER NOTE)
tr

CELLO 2 (one player) Pg. 1 LA COME

ELOHIM AND ADAM



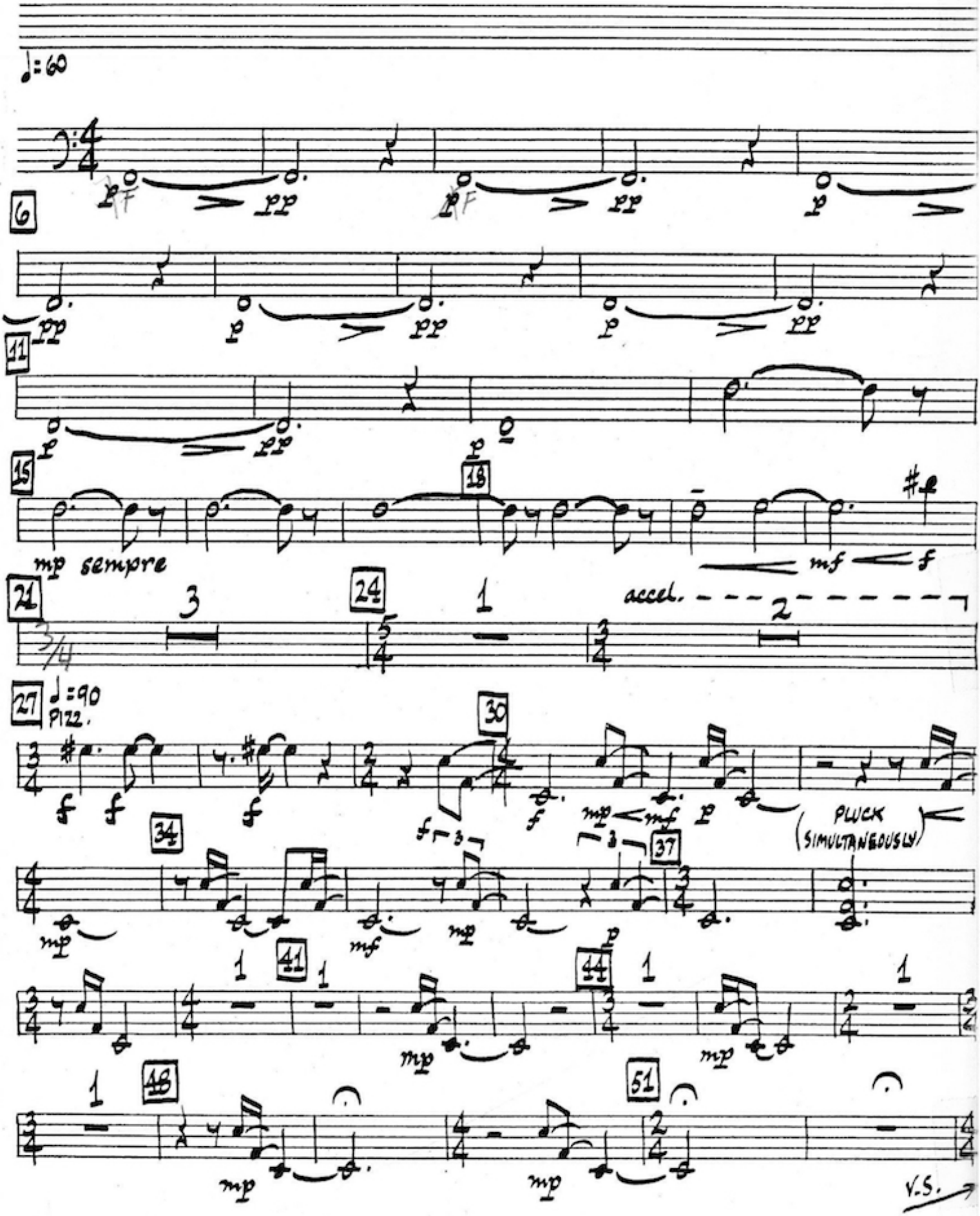

48
51
(NARR.) "ANIMAL FLUIDS..." (SOPR.) "AND THE EYES..."
54
57
play 4 times
63
69
cresc.
75
cresc. - - poco - - - - a - - -
poco
80
84
90
96
98
accel.
2

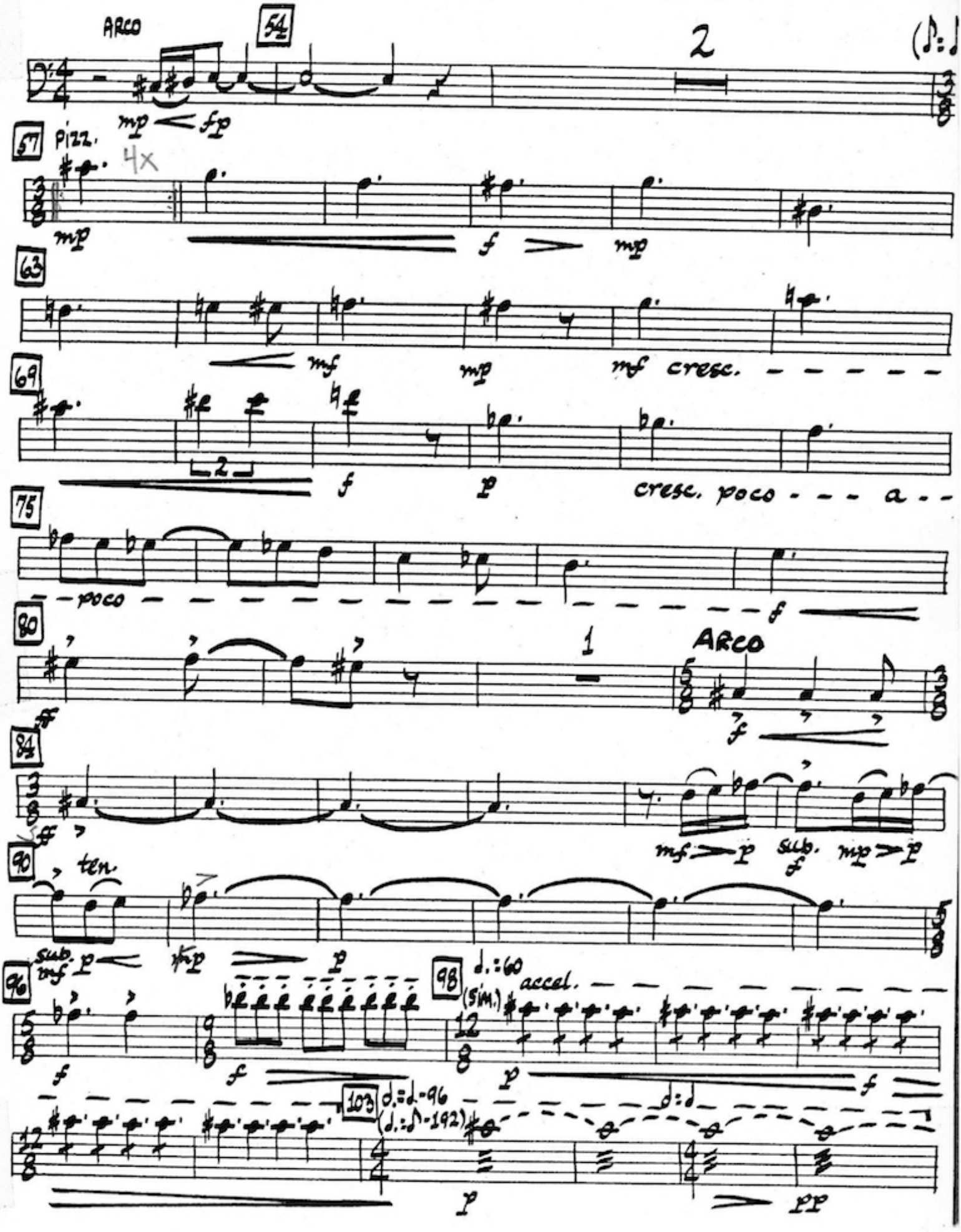

103
(accel.)
109
113
118
— no vib
segue
123
127
130
135
accel.
140
(accel.)
cresc.
144
148
pizz.

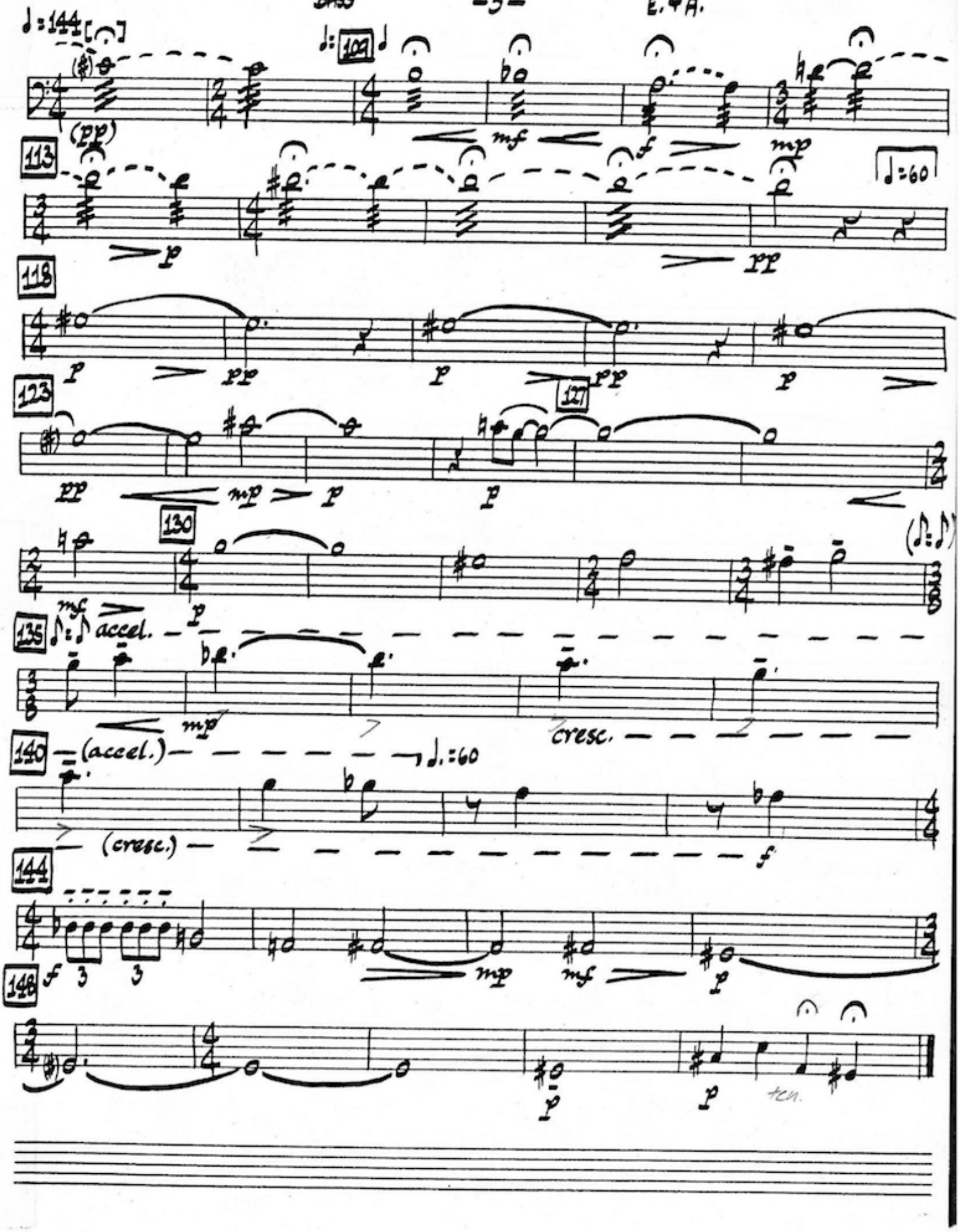
BASS (one player)

ELOHIM AND ADAM

LAA COME




ARCO
54
2
mp fp
57
PIZZ.
4X
mp f mp
63
mf mp mf cresc.
69
2
f p cresc. poco - - - a - -
75
poco f
80
1
ARCO
ff f
84
ff mf p sub. f mp p
90
ten.
sub. mf p mp p
96
f f
98
♩.=60
accel.
(SIM.)
p f
103
♩.=♩-96
(♩.=♪-192)
p pp


♩=144
(pp)
109
mf
f
mp
113
p
pp
♩=60
118
p
pp
p
pp
p
123
pp
mp
p
127
p
130
mf
p
(♪=♪)
135
♪=♪ accel.
mp
cresc.
140
(accel.)
♩.=60
(cresc.)
f
144
f
3
3
mp
mf
p
148
p
p
ten.